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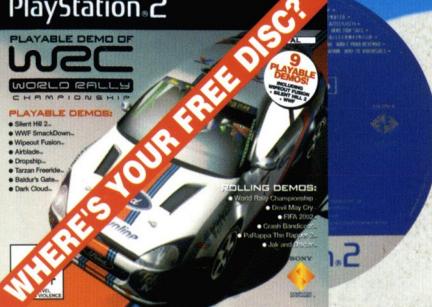
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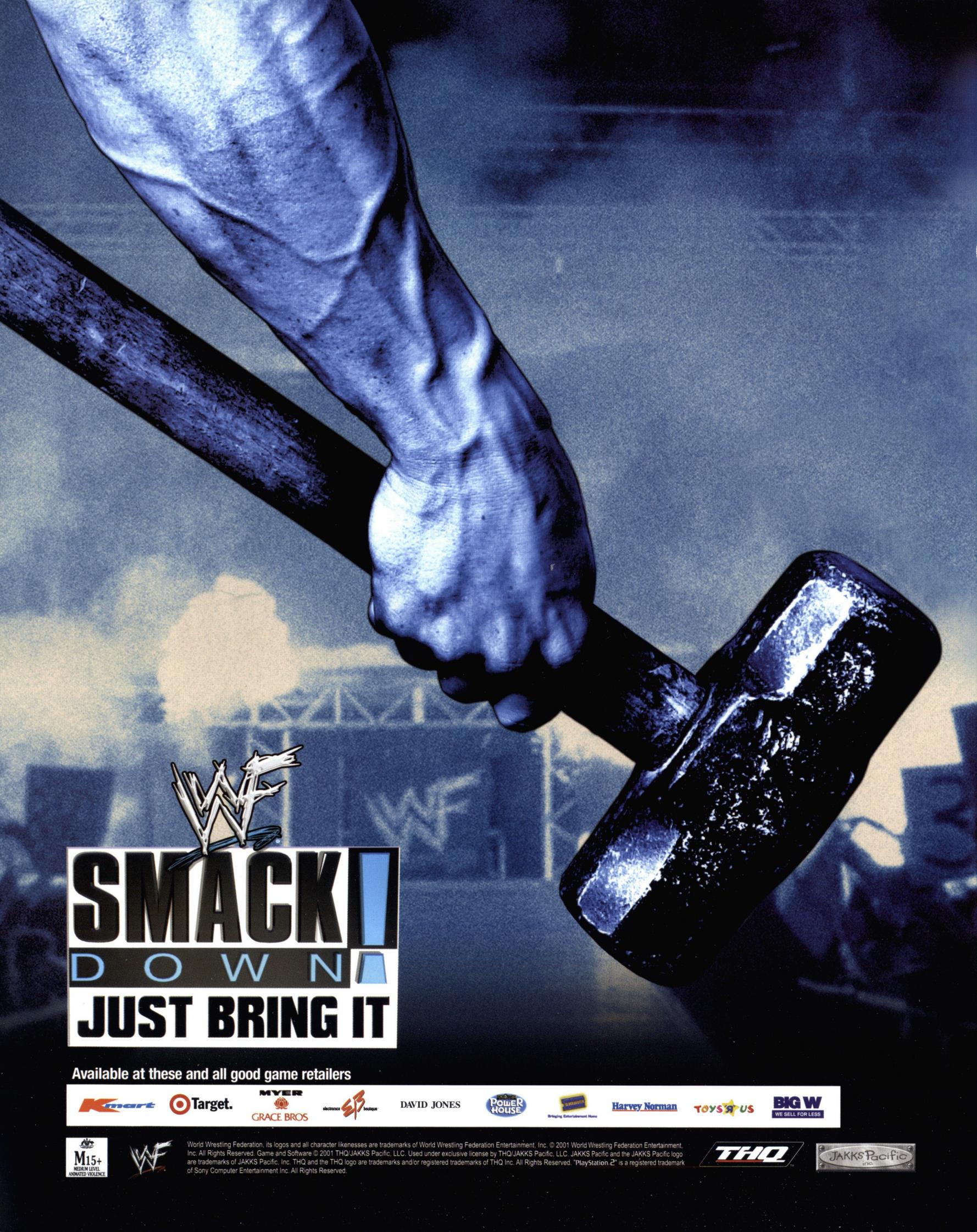
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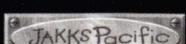


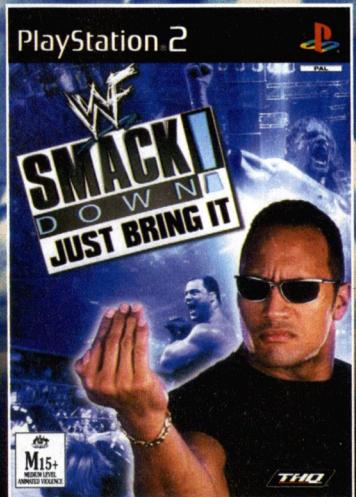
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OFFICIAL PLAYSTATION® MAGAZINE: GAMES, FILM, MUSIC, LIFE...


Find out Sega's gameplan for PS2.


Turn the lights off and prepare for *Silent Hill 2*.

PaRappa The Rapper 2 raps it up on PS2.

Part two of our *Onimusha* walkthrough.



FREE EXCLUSIVE PLAYSTATION®2 DEMOS

PlayStation 2



WRC™

PLAYABLE

Highly realistic landscapes and superb physics are two reasons to play this game.



Silent Hill 2™

PLAYABLE

Konami's shocker is every bit as good as the *Resident Evil* games it emulates.



WWF SmackDown™

PLAYABLE

The insanely popular PSOne wrestling game packs on a lot more muscle for its PS2 debut.



Wipeout Fusion™

PLAYABLE

Rocket around futuristic tracks at speeds that will melt your brain.



Airblade™

PLAYABLE

Ever wanted to fly that hoverboard from *Back To The Future 2*? Now's your chance.



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PLAYABLE

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PLAYABLE

The lord of the apes tackles extreme sports like surfing and bungee jumping.



Baldur's Gate™

PLAYABLE

Get out your chain mail and battleaxe and prepare for the biggest quest yet.



Dark Cloud™

PLAYABLE

With the ability to explore dungeons and build cities, this is one unique role-playing game.



Devil May Cry™

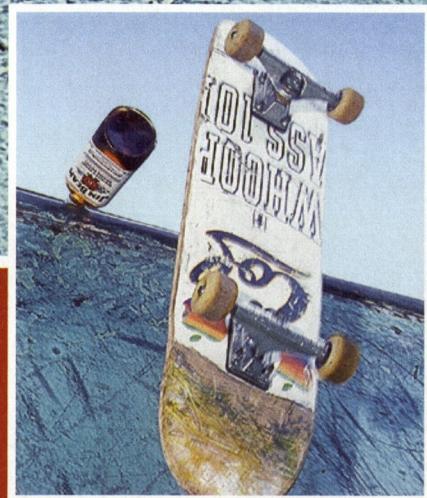
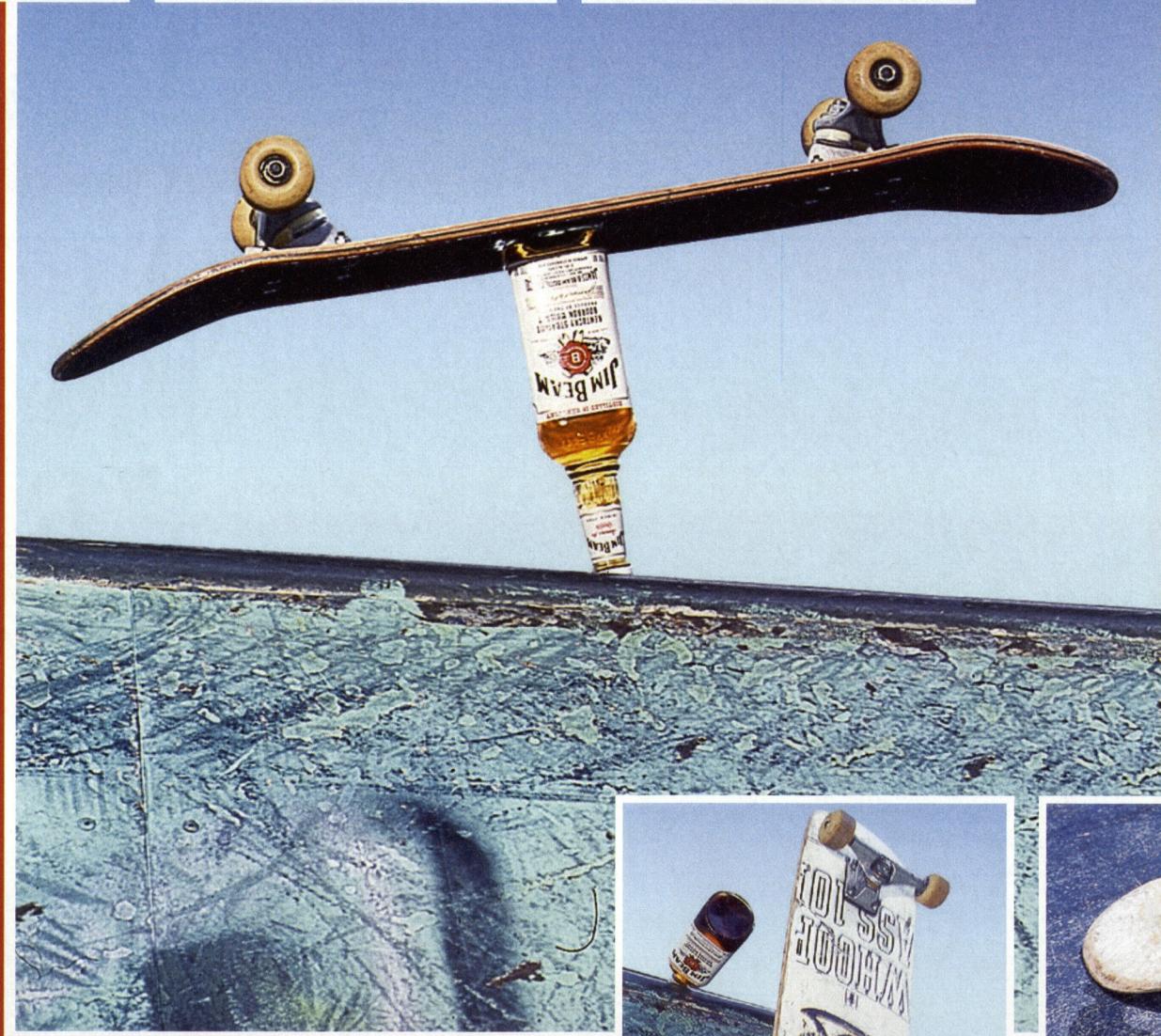
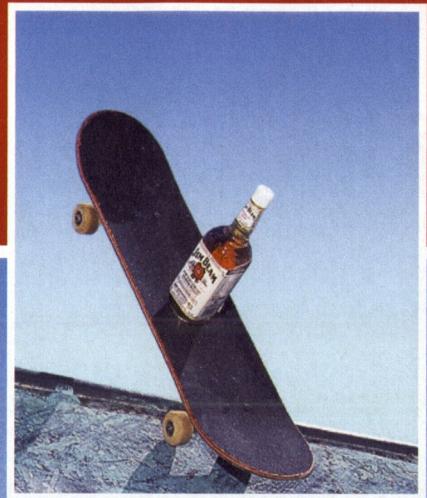
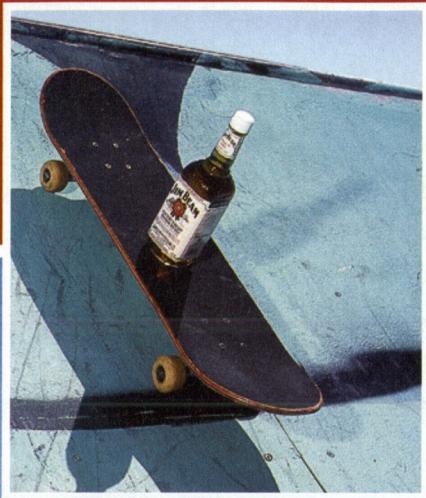
VIDEO

Take a look at why PSM thinks this is one of the greatest videogames ever created.



See page 076 for full details and playing instructions





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Editorial December

Games get better. As sure as *Final Fantasy X* won't be the 'final' at all, games will always improve as the skill and technology going into them matures. It's true that for every stellar title there's another *Army Men* waiting to drag the games industry a step back towards the Dark Ages, but each year's offerings are a notch above the last.

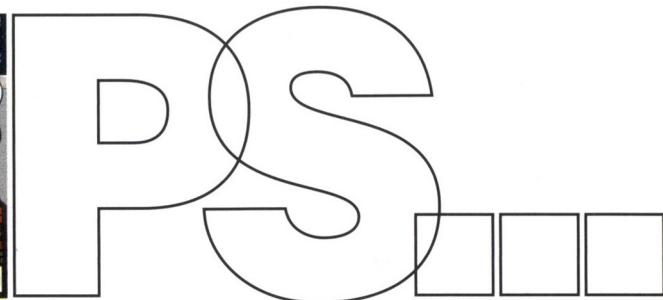
This evolution in quality is a slow process. Game development does get a kick-start whenever a new games machine is released, but it's not until the second and third years of a console's life that developers start fully mastering the hardware and pump out the sort of software that takes games to the next level. More than half a decade after the PlayStation arrived, titles such as *Harry Potter* and *The Italian Job* prove some developers are still finding that little bit extra in the old girl.

This Christmas marks the PS2's second year of life and it's looking like being one hell of a birthday party. There are more than enough mind-bendingly good games coming out this holiday season to keep people happy for the next two years. *SSX Tricky*, *Devil May Cry*, *Jak and Daxter*, *Silent Hill 2*, *Burnout*, *Tony Hawk 3*, *WWF SmackDown* and *ISS Pro Evolution* offer weeks, if not months, of addictive fun, and are all either on or heading to store shelves as you read this magazine.

This Christmas there's absolutely no chance you will have any trouble finding ridiculously good games to play. Finding enough money

to buy them all is the only hardship you have to worry about. Merry Christmas.

Narayan Pattison
Editor



Got something on your mind? Whether you have a query or you just want to say g'day, write to us!

Send your thoughts to:

PS..., Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028.
Or e-mail playstation@acp.com.au

Not very sporting

I read your magazine every month and the one topic that I think doesn't get talked about enough is whether sport sims are really worth an annual release or not. I bought *Madden 2001* at the start of the year and I regularly play it. I also play with my friends via a MultiTap. I have looked at *Madden 2002*, but then I thought "Why?". I have not even finished with *2001* and still play the game a lot. Even if I do get around to finishing it, there's no guarantee the improvements would be worth paying for.

If developers thought about improvements rather than profit, sports sims would be worth buying. I have looked at sports sims over the years with their "improved AI" and "improved graphics", but they are very subtle. If these games are released every two or three years, the improvements would be more worthy of our money.

Glen, NSW

Sports sims and annual releases is an argument that constantly gets thrown back and forth. You raise some very valid points; if the changes made in the 'upgrade' version are so slight as to be hardly noticeable, then yes, many regard that as a waste of money. On the other hand, fanatical fans often demonstrate a willingness to pay for a new game merely to ensure that team rosters are up-to-date, with minor visual or CPU upgrades being an added bonus. Then there are the

people who are newcomers to gaming or to that sports series. Can games two or three years old (more than half the lifespan of a good console) impress as much as current offerings? Gamers benefit from such releases — development pushes forward faster when conducted constantly, older titles reduce in price quicker and allow cash-strapped punters to get their hands on reasonably 'young' budget titles.

With increasing numbers of titles adopting this 'franchise' approach, it seems the final comment has been made by the people buying them every year, who must number enough to make the approach worthwhile.

GT3 frustrations

My friends and I planned on having a big link-up night to play *GT3* for about 48 hours straight. We had everything but a hub so we decided to hire one (because we are all broke and have spent all our money on *GT3*, steering wheels and TVs that fit in our cars).

I phoned a few hire places, most of them digital media production and A/V businesses, and guess what? None of them knew what FireWire was. They were familiar with the digicam to PC link-up, but most of them couldn't understand (and had never heard of) a FireWire Hub.

"What would you need one for?" said one guy. Another: "There is no such thing!" And: "They have not been released in Australia yet. I can get you a CAT5 or a USB hub..." The icing on the cake was when

ON THE SIDE

I'm just so thrilled that the Xbox will soon be hitting our shores. It has twice the power of the PS2 (so did the N64 against PSX but who cares) and I know of at least one other person in my family who will be buying Microsoft's new money maker. I can't wait to play the dozens of great US sports sims, and *Dead Or Alive* and *Test Drive* instead of *GT3* and *Tekken 4*.

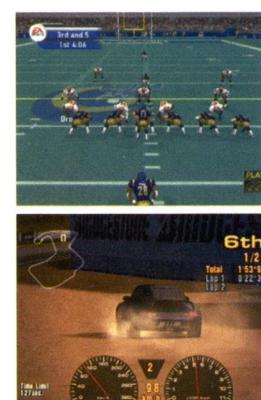
D.A. Gates, NSW

You had us fooled until we read your "Test Drive instead of GT3" comment...

Thanks for the great two-in-one mag. Any news on Sony's portable screen and A/C adapter for the PSOne after the legendary PS2 remote?

Emma, SA

Word has it that they will be in stores in time for Christmas. Check out page 48 of this issue for more information.



LINKS

Reviews: The bumper Xmas crop of games comes under PSM's scrutiny. **012**

Fantastic Voyage: We visit Japan to give you the latest on *Final Fantasy X*. **062**

Joypad: Part two of our *Onimusha* guide, Xmas gift ideas, DVDs, music, cheats and more. **075**



ON THE SIDE

I am currently incarcerated and would like to find out if the PlayStation2 has a modem as one of its features. I would like to know this as the Ministry of Justice has said that this is the reason PS2s are not permitted in prison.

Anthony, WA

The PS2 doesn't have a compatible modem yet and is not equipped for communications short of buying a USB network adapter and connecting it to a network with Internet access (which, incidentally, is how punters are playing *Tony Hawk 3* online). An add-on modem is expected to be released soon, but it would still be a separate purchase.



» one guy asked me what I would need something like that for. I told him it was for a PS2 link-up. He thought about it and said that you could use a link cable from a PSone. "I have done it," he said. So I explained the logistics of it, that it's i-Link, and he tried to tell me, "It's a Sony technology and you will have to contact Sony Australia."

Then I told him it was invented by Mac (MacIntosh), and that it was IEEE standard, to which he replied, "I don't know anything about Macs. I know that most NIC Cards have a Mac address, but I didn't know that the PS2 had one."

I gave up and the night was postponed until further notice. It seems that our six-player link-up of *GT3* will have to wait.

Alvin, via e-mail

We passed this one on to Sony Computer Entertainment Australia's technical guru, Andre Miller:

"FireWire hubs are used to interconnect several FireWire or i-Link devices (required for a six-player session of *GT3*), and ARE available in Australia. Two suppliers of the Swann 6-Port FireWire Hub are Dick Smith Electronics (Cat. No. XH6678) and Harvey Norman Computer Superstores (Prod. Code: SW-F-6PFWHR). Not all stores stock them, so it's best to ring first to confirm availability. Another

brand of hub that Harvey Norman supply is the Belkin FireWire Hub, both 6-Port (Prod. Codes: white; F5U526-WHT-AUS, silver; F5U526-SLV-AUS) and 4-Port (Prod. Code: F5U524-AUS) models, although the Belkin is more expensive.

One factor that can confuse things is the fact that there are two different types of FireWire or i-Link connectors — 6Pin or 4Pin and you need to ensure you get the right connector combination for the job. All FireWire hubs so far come with 6Pin sockets for 6Pin connectors, so at least one end of your cable must have a 6Pin connector to connect to one of these babies. The other end depends upon the device you want to connect to the hub. All PS2s come with 4Pin sockets for 4Pin connectors, so for that all-night six-player *GT3* session, you'll need your six PS2s, a single 6-Port FireWire hub, and half-a-dozen 6Pin to 4Pin IEEE 1394 FireWire (read: i-Link) cables of appropriate length.

The length can also be an issue due to the fact that most stockists only keep short lengths, ie. one to two metres. One supplier who carries two and four-and-a-half metre lengths in all pin configurations is Comsol in NSW. They deliver anywhere in Australia and are on the Web at www.comsol.net.au.



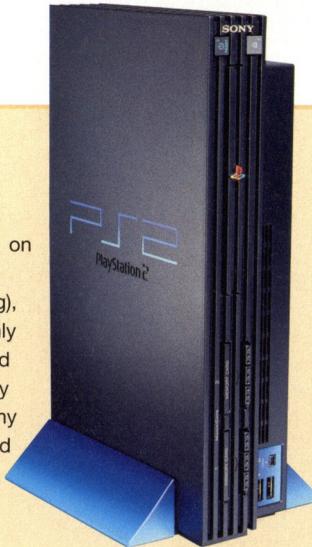
LETTER OF THE MONTH

Number one fan

I was one of the keen gamers who lined up and bought a PS2 on day one. Looking back over the first year, there weren't a lot of really quality titles that were released (I've only found two worth purchasing), but I still would have bought my PS2 the first day it came out. My only grumble is trying to understand why I and thousands of others should be punished for supporting Sony from the beginning by having to pay \$250 more for its product than people buying PS2s today. I think Sony should show the same level of loyalty that we did for them and reward their full price registered customers by giving them a game of their choice as a token of their appreciation.

Phil, via e-mail

Despite the high initial price, Sony was making virtually no profit per machine sold. As production costs have dropped, so has the price. Yes, you paid over \$200 more than you would have today, but you have also had a year's worth of PlayStation2 fun. You can pack a lot of gaming and DVD watching into a year, and it's an extremely harsh critic who could only find two games worth buying prior to the price cut. Finally, spare a thought for those poor sods who spent \$3000 for a state-of-the-art PC a year ago to find out that their machine is only worth \$1000 today. Ouch!



Each Letter Of The Month winner receives two DVD movies, courtesy of Columbia TriStar.

PlayStation® OFFICIAL MAGAZINE

#09

EDITORIAL

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ACP Publishing Pty Limited
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E-mail: playstation@acp.com.au

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Editor **Narayan Pattison**

Deputy Editor **Fiona Tomarchio**

Games Editor **Richie Young**

Contributing Editor **Jason Hill**

Sub Editor **Justin Kranzl**

Art Director **Anthony Penton**

Designer **Cheryl Schafer**

CONTRIBUTORS

Writers: **Stuart Clarke, Paul Fischer, Alex Kidman, Daniel Landor, Derek Lee, Benjamin Millar, Rob Pegley, Brett Robinson, Mike Wilcox, Karl Witherston**
Cover photography: **Sarah Callister**
Hair and makeup: **Gabriella Pizzinga**
Clothes and accessories: **Surf Dive N Ski, Mambo**
Snowboard and boots: **Paul Reader**
Model: **Christina Davis**
Photography: **Getty Images, Image.net, Paul Suesse, Jason Hill**
Illustrations: **Anton**
Digital Imaging: **John Ruperto, Alvin Mannie, Tracey Dowling, Ravi Mawjee, Kathleen Kennedy, Michelle Duggan, Klaus Müller, Neil Oliver, Lisa Manser, Aaron Whitecross**

BEHIND THE SCENES

National Advertising Manager

Kirsti Couper (02) 9979 1721

Advertising Victoria

Warren Parröt (03) 9823 6338

Production Manager

Anne-Marie Smith (02) 9282 8337

Production Editor **Duncan Everett**

Production Assistant **Merv Dicks**

Marketing Director **Karen Deveson**

Senior Brand Manager **Mark Harrison**

Marketing Specialist **Gabrielle Hegerty**

Circulation Manager **Tim Mathers**

Publisher Services Manager **Murray Croft**

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IN THE SUITS

Publisher **Rob Pegley**

Group Publisher **Jill Baker**

Managing Director **John Alexander**

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THY KINGDOM COME

Square and Disney make an odd couple, but in *Kingdom Hearts* they may just have a model child.

In an unusual collaboration with Disney, Square has confirmed that there will be a PAL release of *Kingdom Hearts*. The game features *Final Fantasy*-like characters alongside Disney favourites like Donald Duck, Goofy and Tarzan.

Already over two years in the making, *Kingdom Hearts* is an action RPG in the vein of Nintendo's *Zelda* games. Legendary Square artist Tetsuya Nomura (best known for *Final Fantasy VII* and *VIII*) designed the characters. What's most surprising is that the two universes of Disney and Square don't clash, mainly thanks to the gorgeous and original 3D worlds that the characters are dropped into.

The main character, Sora, wields a key that is used as a kind of sword in combat and also allows access to the different realms in the game. Each of the nine worlds is based on Disney themes and characters, including Aladdin, Peter Pan, The Little Mermaid, Tarzan and Pinocchio. Villains include familiar Disney rogues as well as the Heartless, who have the ability to change forms by stealing souls. A variety of magic spells can be cast to wipe out your foes and solve puzzles, and Donald and Goofy will fight by your side.

Producer Shinji Hashimoto said the game was the first joint creative project between Disney and Square. He said Square had changed the character design for Sora "many, many times" and making the Disney characters not look out of place was "the biggest trouble we had". He said the game would feature Disney's authentic voice talent for all characters.

Another challenge was marrying the realistic concepts of a typical Square title with the non-violent ethos of Disney. Hashimoto-san said the Disney characters in *Kingdom Hearts* do not die. "We have cherished the Disney concepts and the philosophy of Disney and we matched that with our vision so that it will be good as a game."

A two-level playable demo of *Kingdom Hearts* was enthusiastically received at the recent Tokyo Game Show. It plays very well, albeit with some minor camera and control issues that will no doubt be ironed out soon. Expect a PAL release before Christmas 2002.



Talkin' Tactics

Much like *Zelda* (which *Kingdom Hearts* seems to take some of its cues from), the combat takes place in real time, and despite being quite simplified in comparison to some RPGs, allows you to focus your attacks on one foe. In true Disney-style, expect to be using more than mere swords and spells as weapons when the time comes to engage in some biffo against the arrayed forces of the 'Heartless', the name given to the band of original villains that Tetsuya Nomura has created. Expect battles with multiple storey high bosses just itching to get a piece of Sora and the gang!



THE BIG PICTURE



“...spells can be cast to wipe out
foes and solve **puzzles...** **Donald**
and Goofy will fight by your side”



The Dream Team

Square is taking the prospect of future collaborations with Disney very seriously, despite the perception that *Kingdom Hearts* is more lightweight than its usual fare. Proof of the level of attention the master of console RPGs is devoting to the project can be found in the team Square has pooled together for the project. Comprising some of Square's top drawer artists, designers, producers and coders, this group has been working closely with Disney's own talent, although both companies are being tight lipped as to what exact function the Disney crew have on the development team and the amount of influence each company has had over the process.



reviews

All apologies to The Weather Girls and Geri "Anorexic Spice" Halliwell, but this Christmas it's raining tens! Hallelujah!



Tony Hawk's Pro Skater 3



Silent Hill 2



World Rally Championship



SSX Tricky	014	Crash Bandicoot	033
Devil May Cry	018	Cricket 2002	033
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Harry Potter (PSone)	032	The Mummy Returns	042

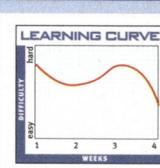
Understanding the PSM review format

At PSM we understand perfectly well how important it is for our readers to buy only the right games for their tastes. A great game can offer months of entertainment – which is much better value than blowing \$100 on a Friday-night pub session. On the other hand, purchasing a lame game means buying a very expensive frisbee and enduring much frustration before you hurl the disc out the nearest window.

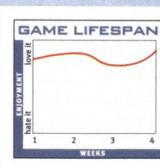
Reading through PSM's reviews before you part with your cash

will save you from suffering the latter fate. Our reviewers have been playing games since they were old enough to hold a control pad. They can sniff the stench of a dodgy game before they've opened the box and the entire team will always be found huddling around the TV whenever a great game comes in.

Every review is packed full of the honest opinions of expert gamers and is accompanied by easy to understand graphs and icons to give you the important info at a glance.



This graph provides all the information you need about the game's difficulty over a four-week period. Inexperienced players should be wary of games with too high a difficulty level.



No matter how much fun a game is, you don't want something that loses its appeal after one day. Use this graph to determine how well a game will hold your interest over a month.



More games than we'd care to count pass through our office during the course of an issue, but only one earns the honour of this award. If you see this stamp, you can be sure it's a must-have game.



The PS2M review treatment is a gruelling process for any game to endure. Most titles don't make the grade but the cream of the crop are rewarded with our recommendation.



PSM RATINGS

10	Full marks are only awarded for games that are near-perfect. A must-buy.
9	Highly recommended: this is a superb game which will provide weeks of gaming bliss.
8	A great game with plenty of thoroughly enjoyable features, well worth considering.
7	A good game, but one that suffers from minor flaws and leaves us with doubts.
6	A distinctly average effort, not recommended unless you're desperate for the genre.
5	The wrong side of average. You'd be wise to avoid investing time in this game.
4	Starting to stray into very dodgy territory. Major gameplay flaws lurk inside.
3	Something has gone badly wrong here. You'll find more gameplay in a music CD.
2	Absolute rubbish. An inept, pointless game that shouldn't be allowed near your machine.
1	Mind-numbingly bad. Take the CD out of the case and use it as a drinks coaster.



SSX Tricky



Burnout



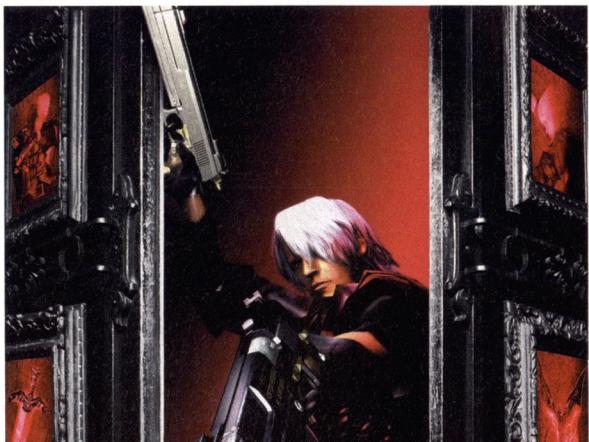
Jak and Daxter

Game of the Month

Devil May Cry

"Rewarding enough to encourage even the rawest newcomer to press on... Devil May Cry is the real deal..."

018



The Panel

PSM's crack team has been busily preparing for the silly season onslaught.



Narayan Pattison

Worst Xmas present ever:
Ginger lollies
Whoever thought ginger was a good idea for sweets should have spent less time smoking it and more time tasting it.



Richie Young

Worst Xmas present ever:
Big skateboard wheels
I specifically asked for 51mm wheels and what did I end up getting? 52mm wheels. I've never, ever felt so empty...



Jason Hill

Worst Xmas present ever:
Dick Smith TV Game
All I ever wanted was an Atari 2600. A lame Pong clone with dodgy joysticks was a very ordinary substitute.



Fiona Tomarchio

Worst Xmas present ever:
Smashed-up car
An idiot rammed into the back of my poor car — that was one year that definitely went out with a bang.



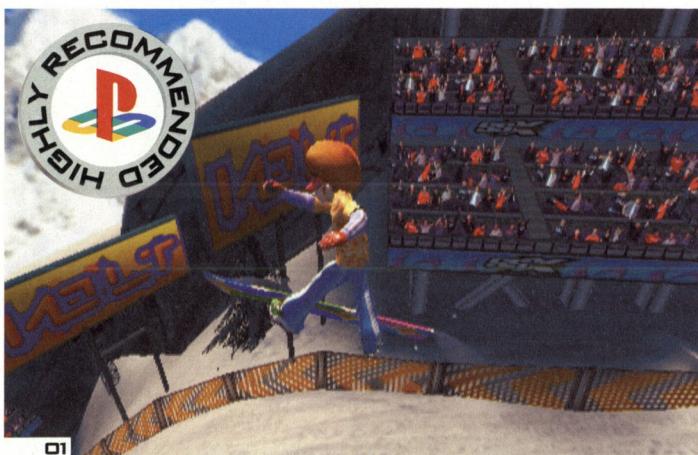
Justin Kranz

Worst Xmas present ever:
Broken limbs
A lack of yuletide leaping ability and a wet basketball rim shattered my Michael Jordan dreams (and my wrist).



Stuart Clarke

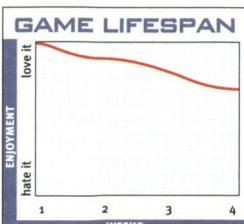
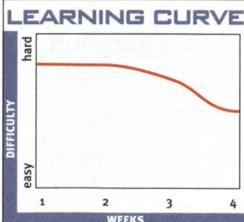
Worst Xmas present ever:
Scottish clothing
It's hard to imagine anything worse than a set of tartan socks and underpants — just say no, thanks very much.

**INSTANT EXPERT**

Background: SSX has been riding high in sales charts worldwide ever since the launch of the PS2, and was acclaimed as the best game of the first batch.

Makers: EA Canada is responsible for some of EA's best games, including the originals of *FIFA* and *Need For Speed*.

Also Know This: We'll no doubt see more games in the SSX series, although nothing's been announced yet about the budding series.



SSX TRICKY

SSX was PSM's pick of the PS2's launch games and now it's back — bigger, better and trickier than ever.

There's little debate that SSX was the best of the PS2's launch titles, and the public obviously agreed with the critics, as it has sold well ever since release. However, there's also little debate that the quality of the PS2's launch titles wasn't exactly overwhelming and that while a lot of fun, SSX was limited in a number of ways.

SSX Tricky puts it all together — this is the game that SSX wanted to be. It retains the original's outrageous speed, tight control and gorgeous visuals and adds more characters, more tricks, more violence, more courses (better designed too), more music in the shape of an absolutely kick-ass soundtrack, more secrets, and more extras. To put it simply, more fun.

The story is a bigger part of the game in SSX Tricky than the

original, with the action taking place one year after the events in SSX. The SSX World Circuit now features two new courses, course redesigns, new trick venues and new racers. There are now 10 playable characters, which are a mix of old and new faces. Jurgen and Hiro didn't make the cut this time, but their replacements more than make up for their absence and there are a lot more vocal samples and facial animations than before.

The talents of well-known Hollywood actors and other celebrities boost the individual 'attitood' of the boarders. David Arquette voices the afro-haired Eddie, Lucy Liu is the new voice of Elise, Billy Zane is the spiritual Brodi, Macy Gray is the funky bald-headed Seeiah, Oliver Platt is the pot-bellied bully Luthor, and circus freak Jim Rose plays

tattooed, pierced tough guy Psymon. Through the use of in-game cut-scenes and special voiceovers before, during and after races, riders' backgrounds, friendships and rivalries come to the fore and add that little bit of extra juice to the racing action.

Your actions will, of course, affect this interaction, and it's very easy to ruin a beautiful friendship or further aggravate an enemy by knocking someone down or around. Apart from the fact that it's fun to do so, the game encourages you to go the biff by giving you a maxed out Trick bar for a knockdown. This gives you lots of boost or the ability to pull off an 'Uber' trick. Your opponents won't forget, though, and aren't afraid to go for revenge.

But what's all this about an Uber trick? Well, the game isn't called SSX Tricky for nothing and there

PlayStation®2 FACTS

Genre: Snowboarding

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: EA

Made in: Canada

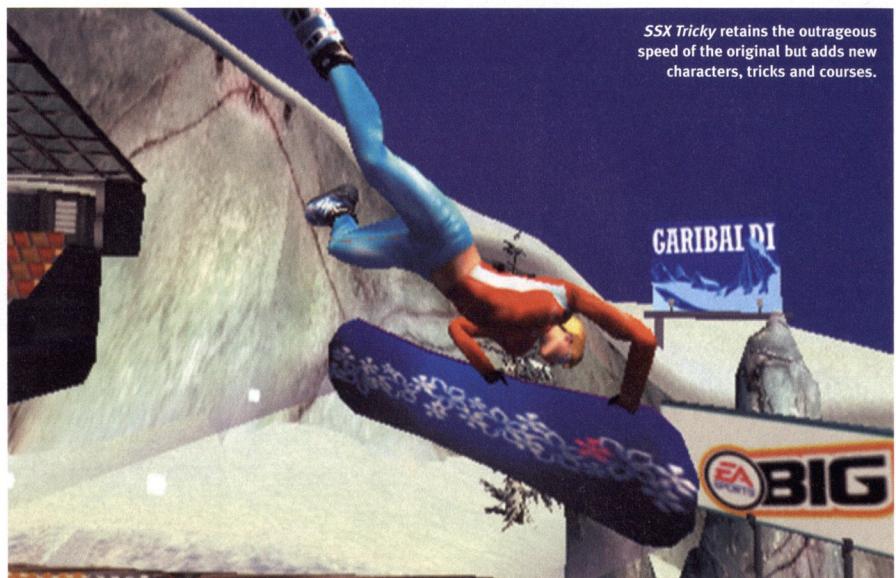
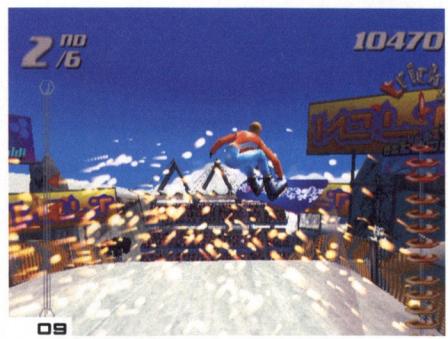
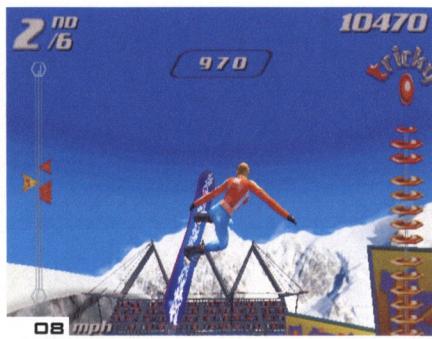
Distributor: EA



01-02. Hair defying the laws of physics is the mere tip of the iceberg in *Tricky*...

03... but it's the insane Uber tricks that push the envelope.

04-09. Fans of the original SSX fear not — your game is still here, it's just been taken to the next level.



SSX Tricky retains the outrageous speed of the original but adds new characters, tricks and courses.

are an incredible amount of visually impressive stunts to pull off when you get some big air. All sorts of moves are possible — many inspired by BMX, skateboarding and wakeboarding tricks — such as the Stalefish, Mute, Stiffy, Indy, Melancholy, Japan, Tail/Nosegrab, Flying Squirrel and Canadian Bacon. These can then be put into combination for more points.

The Uber tricks are the ultimate fantasy tricks and each rider has their own individual move. You'll be

"The Uber tricks are the ultimate fantasy tricks ... everyone else will be staring at the screen with their jaws on the floor..."

pretty happy with yourself when you pull one off — and everyone else will be staring at the screen with their jaws on the floor, as they look truly superb.

All the tracks from the original game return with two new racecourses — Garibaldi and Alaska — and they are welcome additions. All the original tracks have been given an overhaul, with completely new short cuts being added and the designs dramatically changed in some areas. This is all for the better, as there are now numerous routes down each mountain — you can sometimes go almost from start to finish without seeing anyone else if you wish to do so.

The brilliant soundtrack was produced with the help from Mixmaster

Mike (Beastie Boys beat man) and is a hip-hop, funky, electro, drum 'n' bass trip. Just as with the original, the music intertwines with the gameplay, meaning that you get better beats when you're doing well. There are hot tunes from such acts as Aphrodite, The Plump DJs, BT, Hybrid, Skank and, of course, Run DMC's *Tricky*, which kicks in when your Trick meter hits maximum.

The slick presentation and excellent interface complete a superb package. There's a whole range of extra DVD content, which includes insights into the making of the game and a jukebox so you can just listen to the tunes. But that's just the icing on a very tasty cake.

Stuart Clarke



Verdict: What SSX wanted to be. Big air, blistering speed and outrageous tricks.



LINKS >>

Glamour or grunge? *Shaun Palmer* goes head-to-head with *SSX Tricky* in the battle for the Christmas snow dollar.

025

It's a different board sport, but any sports fan would be mad to miss our *Tony Hawk 3* review.

028

DON'T FORGET...



Reviewed: Issue #01
Comparison: *SSX Tricky* is far better, but if the original hits bargain bins, it's worth a look for cash strapped gamers.
Score: 9

WIN THE
GAMING
NIGHT OF
YOUR LIFE!

GET TRICKY WITH CHRISTINA!

Finally! Have a taste of life inside the infamous *Big Brother* house! *SSX Tricky* is the latest game from the EA Big stable and it flies higher, faster and longer than the original!

PSM noticed the striking similarities between one of *SSX Tricky*'s stars Elise and *Big Brother*'s very own Christina Ballerina. Naturally, we then invited Chrissy around to PSM Towers pronto. A mammoth *SSX Tricky* session soon ensued and then she posed for a photo shoot clad in the hottest snowboard gear around!

And just think, the country's most famous ballerina could be in your lounge room for a one-hour session with you and your friends! Chrissy and members of *Official PlayStation Magazine* will be rocking up to one lucky reader's house — plus we'll have gifts on tap! That's right, not only will you be playing the brand-spankin' new *SSX Tricky* with Christina, she'll also have a \$500 General Pants gift voucher and a copy of the game just for you.

Ten runners-up will also be sent their very own copy of *SSX Tricky*!

Send in your entry now, and remember to keep the night of January 22, 2002 free!

Q. In 25 words or less complete the following sentence: "I deserve to play *SSX Tricky* with Christina because..."



HOW TO ENTER

Send all entries to: "Get Tricky With Christina", *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address, age and phone number. The winners' names will be published in the February 2002 issue of PSM. A feature on the big event will be published in the March 2002 issue. Break a leg!

CONDITIONS OF ENTRY

1. Entry is open to all residents of Australia except employees and their immediate families of the Promoter and its agencies associated with this promotion.
2. Entries close last mail received 24/12/01. Only one entry per person permitted. This is a game of skill and chance plays no part in determining the winner. Each entry will be individually judged based on literary and creative merit. Judges'

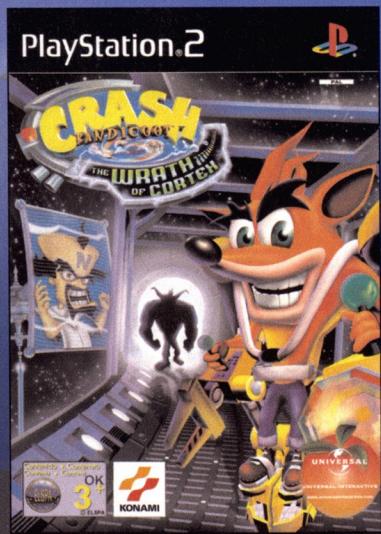
decision is final and no correspondence will be entered into.

3. The best entry, as determined by the judges, will win a copy of *SSX Tricky* (\$99.95), clothes from General Pants (\$500), and will get to play *SSX Tricky* with Christina Davis for one hour at 7.00pm EST on Tuesday January 22, 2002. The 10 runners up will each receive a copy of *SSX Tricky* (\$99.95). The total prize pool is valued at \$1,599.45. Prizes are not transferable or exchangeable and cannot
4. No responsibility accepted for late, lost or misdirected mail.
5. Winners will be notified by mail. All entries become the property of the Promoter. The Promoter may use the entrants' names, addresses and literary pieces for any commercial purpose.
6. The Promoter is ACP Publishing Pty Ltd (ABN 18 053 273 546) of 54 Park Street, Sydney, NSW 1028.

Unleashed on PlayStation®2



The Bandicoot is back.
With hotter moves, mind-blowing
graphics and cooler vehicles to
face his toughest adventure yet:
The Wrath of Cortex.
It's going to be just like the good
old days, only better.



2 Fast 2 Catch, 2 Strong 2 Beat, 2 Good 2 Miss!

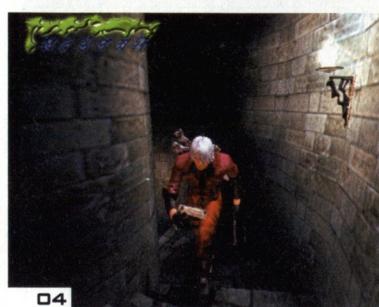


PlayStation.2

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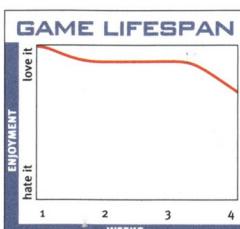
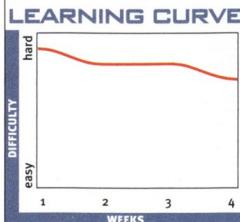
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**INSTANT EXPERT**

Background: Originally intended to be *Resident Evil 4*, the developer decided to go back to the drawing board for a new direction.

Makers: Capcom has set many arcade and survival horror landmarks, particularly with the *Street Fighter* and *Resident Evil* series.

Also Know This: Spurning the old reliable 'survival horror' tag, Capcom has elected to dub *Devil May Cry* the first title in its new "Stylish Hard Action" category.



DEVIL MAY CRY

Capcom nails the coffin lid shut on survival horror with style. Welcome to "stylish hard action". Welcome to *Devil May Cry*.

There are few mediums where the sins of the fathers get visited on their sons as much as gaming. When a developer hits upon a winning concept, expect them to exploit it for all it's worth. Capcom are leaders in this respect. How many *Street Fighter* games were there at last count? How many *Resident Evils*? A by-product of this approach is that certain aspects of the game tend to age poorly.

When it came time for *Resident Evil 4*, Capcom took a deep breath and decided that a rethink from the ground up was in order. The outcome is *Devil May Cry*,

and it has instantly made most of the survival horror competition (not Capcom's term, but the closest one we can think of) frustratingly obsolete.

Just about every annoying trait associated with survival horror has been addressed and fixed. Bored by 'find the key' puzzles? *Devil May Cry*'s fast action approach means you'll spend more time killing beasties and discovering new areas than fetching 'A' to get to 'B'. Sick of hunting through bland haunted houses where one corridor looks like another? *Devil May Cry* is set in a massive castle where you're expected to deal with all manner of architecture,

inside and out. Every conceivable element has been polished until you can almost see your virtual reflection. The easiest way to describe the changes *Devil May Cry* brings to the table is to say that it plays like a 'traditional' survival horror game, only on fast forward, and with more eye candy than you can poke a stick at.

Devil May Cry belongs to that most exclusive of cliques — a title that has appeal across a wide variety of gamers, not just fans of the genre. Walk past someone playing it for the first time and you'll be drawn in by the visuals and sheer liquid speed of the game. Speaking of those visuals,

"...it plays like a 'traditional' survival horror game, only on fast forward, and with more eye candy than you can poke a stick at..."

PlayStation®2 FACTS

Genre: Stylish hard action

On sale: November 30

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Capcom

Made in: Japan

Distributor: THQ



01-02. It looks good, but it moves better.

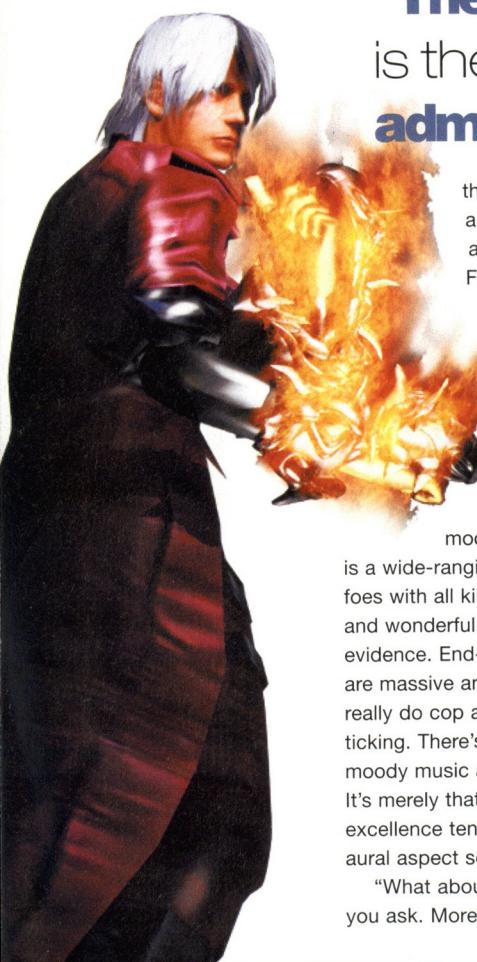
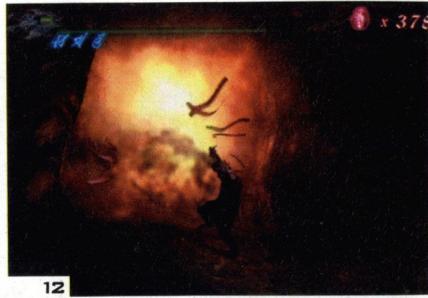
03-04. DMC's speed compensates for slight camera angle issues.

05. If you think Dante is mean, try the bosses.

06. A powered up Dante in attack is a sight to behold.



ONTHEDISC



"The most enduring triumph of DMC is the control method, which copes admirably with the game's high speed"

throw out the door all of your notions and preconceptions. Finely detailed

backdrops rival *Onimusha*'s, with one key difference — they are 3D!

Your avatar Dante is a minor masterpiece of modelling, and there

is a wide-ranging cast of evil foes with all kinds of weird and wonderful weapons effects in evidence. End-of-mission bosses are massive and repugnant, and really do cop a licking and keep ticking. There's no shortage of moody music and vocals either. It's merely that the visual excellence tends to eclipse the aural aspect somewhat.

"What about the weapons?", you ask. More good news for

action fans — unlimited ammo eliminates the need for anal-retentive bullet hunting and skimpy supplies of more powerful explosives. Your initial weapon, the sword, doesn't lose its value as you gather more hardcore firearms — not only can it be used to lob bad guys midair, where they become easy meat for your projectile weapons, the sword can be powered up into a nasty weapon in its own right. Magic also plays an integral part in *Devil May Cry*, with fire-based and lightning attacks available to keen gauntlet and sword exponents respectively.

The most enduring triumph of *Devil May Cry* is the control method, which copes admirably with the game's high speed. Within an hour you will be leaping around and inflicting heinous damage on hell's minions. Intuitive and quick to react, Dante

looks supremely indifferent as he saunters towards all manner of ghost, demon and beast with mayhem on his mind; an island of calm in a sea of bedlam. He also knows when to run, with some sequences leaving Dante little choice but to flee in the face of some monstrosity, dodging massive fireballs as he does so.

Rewarding enough to encourage even the rawest newcomer to press on to the meat of the game, *Devil May Cry* is the real deal. It's taken longer than PS2 owners expected, but with the likes of *Grand Theft Auto 3* and now *Devil May Cry*, the PS2 can finally boast games that represent a total redefinition of their genre.

Justin Kranz and Narayan Pattison



Verdict: *Devil May Cry* ushers in a new era of rewarding, fast and playable action.

10

DON'T FORGET...



Resident Evil: Code Veronica X

Reviewed: Issue #07

Comparison: Great stuff, but there's no denying *DMC* is the superior game in almost every area.

Score: 9

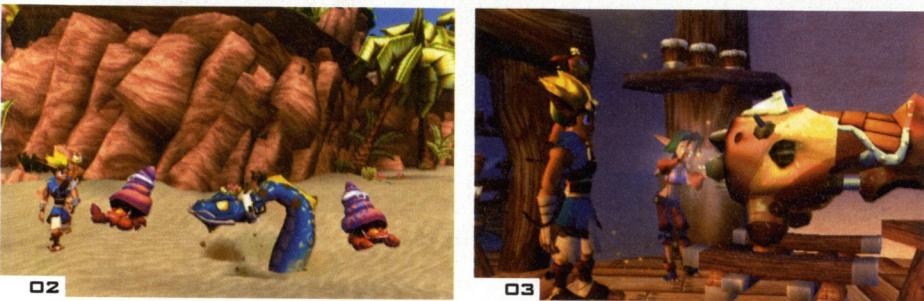
LINKS >

Silent Hill 2 shapes up against *Devil May Cry* in a contest to see who can scare the Christmas dollars out of gamers.

022

Not a big fan of being scared? Check out *Monsters Inc.*

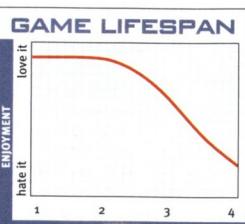
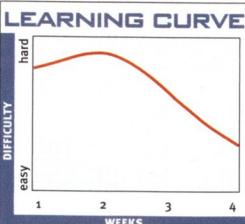
032

**INSTANT EXPERT**

Background: The brains behind Naughty Dog, Jason Rubin and Andy Gavin, made their first console game for the Sega Mega Drive in 1992 and are responsible for the *Crash Bandicoot* series on PSOne.

Makers: Naughty Dog is based in the sunny seaside suburb of Santa Monica in Los Angeles and has 35 people on staff.

Also Know This: *Jak and Daxter* took almost three years to make and cost between US\$8-12 million.



JAK AND DAXTER: THE PRECURSOR LEGACY

Naughty Dog, the creator of *Crash Bandicoot*, is aiming to repeat its success on the PS2 with all-new heroes.

Naughty Dog had a string of hits on the PSOne with the *Crash Bandicoot* games and now it has unleashed its first PS2 title. While the graphics have reached another level, the gameplay is similar to the *Crash* platform games.

At the core of *Jak and Daxter* is a platforming romp where you explore the brightly coloured environments, collecting items while jumping on baddies and over chasms. There are also mini-games — such as fishing and racing — but exploration itself plays a big part as the environments are sprawling and always surprising. The worlds are living entities, right down to the changing weather.

While *Jak and Daxter* are two separate characters, you only control *Jak*, as *Daxter* has been turned into an 'oxel' (a cross

between an otter and a weasel) after falling into a vat of sludge (Dark Eco). *Daxter* acts as a wisecracking sidekick on a mission to get *Jak* back into human form.

The story gets more complicated (of course) and it turns out that *Jak* and *Daxter* have to save the world from huge underground silos of Dark Eco. The game's sub-title, *The Precursor Legacy*, refers to an advanced civilisation that has disappeared from the world. However, there are many precursor artefacts lying around (in inconvenient locations!) and it's these items you need to collect.

Jak has a range of well-animated moves, many of which are familiar from *Crash*, such as spin and jump attacks, and is also able to ride a zoomer craft on several levels and control a high-

jumping bird on others. You also use an element known as Eco. Green Eco gives life, Blue provides speed and magnetism, while Red and Yellow provide the ability to cast fireballs.

Unfortunately, the camera angles, while usually excellent, are at times painful, and the need to perform a series of perfect jumps or return to the beginning of the stage gets tiring. Graphics are excellent, controls are tight and the levels are superb with no loading time.

Overall, while it's not revolutionary, *Jak and Daxter* is an enthralling adventure that offers fun for all ages.



Stuart Clarke



Verdict: An impressive platform adventure — a must for all *Crash* fans.



PlayStation®2 FACTS

Genre: Platformer

On sale: December 14

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Naughty Dog

Made in: US

Distributor: Sony



01. Levels are massive and colourful.

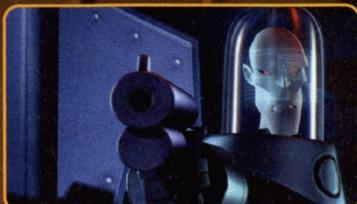
02-03. You'll encounter many characters and creatures throughout the adventure.

04-05. Sub-games form an important part of *Jak and Daxter*'s gameplay.

BATMAN VENGEANCE

"The best Batman game ever.
Imaginative, yet true to its origins."

Official PlayStation Magazine, (Australia)



A darker justice must be served.

PlayStation®2



GAME BOY ADVANCE™

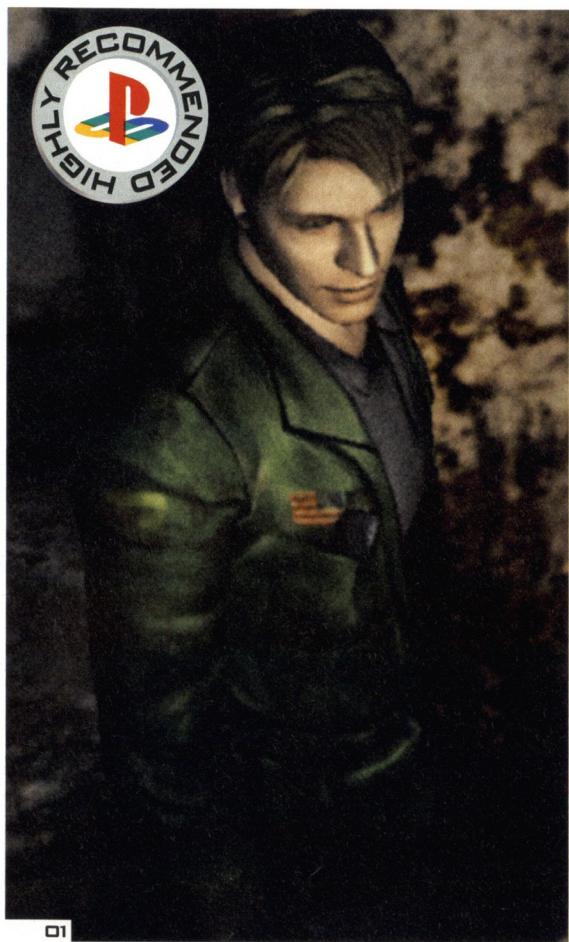


Available at these and other good retailers



GRACE BROS





01



02



03



04



05



06



07



08



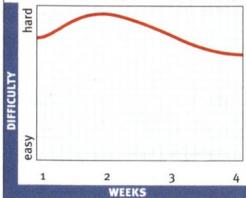
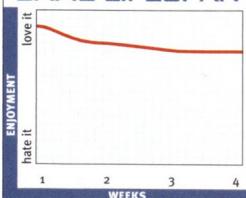
09

INSTANT EXPERT

Background: The original *Silent Hill* was released on the PSOne and was Konami's first survival horror game.

Makers: This Japanese developer is responsible for many of the world's all-time classic games, including *Metal Gear Solid* and *ISS Pro Evolution* on PSOne.

Also Know This: Silent Hill is a fictional town set in mid-western America. It's said, however, that it's based on an undisclosed real-life town in the US.

LEARNING CURVE**GAME LIFESPAN**

SILENT HILL 2

Hard-to-please punters will invariably claim this gem is not scary enough. Bollocks to that. *Silent Hill 2* will invoke fear in anyone.

Most fans of survival horror games will be quick to lay claim that the *Resident Evil* games are still the premier titles of choice when one decides to voluntarily freak themselves out. However, the release of *Silent Hill* saw the emergence of another impossibly strong series, and it lay the foundation for better (and scarier) things to come.

Silent Hill 2 on PS2 is the end result. If you approach the first game as a practise swing for the blokes making the game, you'll see all of the refinements (and there are plenty of them) that are exhibited in the sequel.

Without giving away too much of the plot, the creepy premise is as follows: the star of the show, James Sunderland, rolls into the resort town of Silent Hill on a mission to find his wife Mary. This seems fair enough, but the first

twist is soon to follow. It seems Mary, who passed away three years earlier, is trying to contact him from beyond the grave. What's more, Silent Hill (their 'special place') is no longer a thriving tourist hang out. It's now fog-filled, cold and filled with faceless critters looking for human flesh to take a chunk out of.

Plenty of things have been carried over from the original, but what's immediately noticeable is the huge jump towards reality that the PS2 allows. As such, don't expect an identical experience from the original. The world of Silent Hill is eerily real and tangible, and the elements from the original that were widely criticised have been left behind.

The wide and varied skills of all gamers have been catered for like never before in a game of this ilk. It's notable that there are two difficulty settings that can

be altered. The playing difficulty can be set from Easy to Hard and affects things like health and resistance from bloody, raw attacks. The difficulty level of the riddles can also be adjusted, so those turned off by insanely impossible puzzles can now endure the horrors of a more mildly testing adventure.

Despite the relative freedom that the game allows, the structure of the plot sees you travel down certain paths. As the storyline gains momentum, you are immersed deeper into the horrors of the town's history.

Throughout the game, you encounter various characters (none of which appear in the original game) and it's through these relationships that you are given clues to help unravel the mysteries you are required to solve.

Even an entire year after the PS2's release, the graphical leap

PlayStation®2 FACTS

Genre: Survival horror

On sale: Now

Players: One

Price: \$99.95

NZ price: \$119.95

Made by: Konami

Made in: Japan/US

Distributor: Ozisoft



01. You guide James Sunderland through Silent Hill.

02-05. Most areas are dark and only lit by your searchlight.

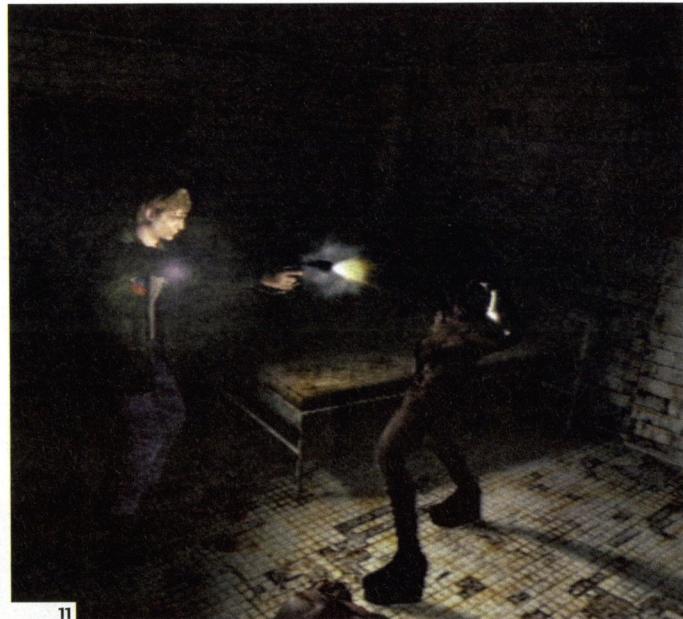
06-09. You make freaky friends in weird places — and find plenty of dead things.



ONTHEDISC



10



11



12

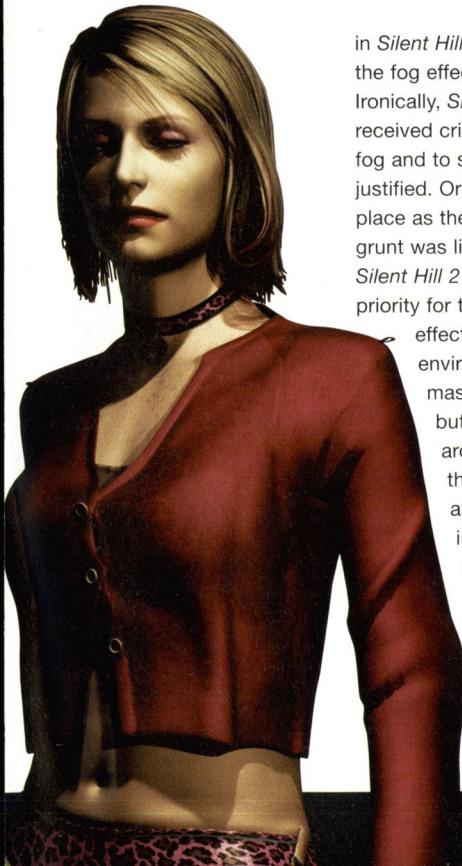


13



14

“Coupled with the dynamic lighting cast from your torch, **the shadows appear** ultra-realistic and ... test your nerve”



in *Silent Hill 2* is astounding — the fog effects are extraordinary. Ironically, *Silent Hill* on PSone received criticism for too much fog and to some extent this was justified. Originally, fog was put in place as the PSone's processing grunt was limited. However, in *Silent Hill 2* fog was a high priority for the developer to

effectively create the town's environment. It not only masks what you can't see, but it realistically swirls around you as you pass through it. As subtle as this seems, it's an important element and adds to your semi-conscious will to survive the next alley or hallway.

On subsequent plays, it's good to pay particular

attention to the game's detail, which you may initially pass over. Misty breath and James noticing things around him are fine touches.

Once you start entering buildings and individual rooms, yet another dimension of realism is added. Just venture into a bathroom, for example, and the detail in there cannot go unnoticed. Coupled with the dynamic lighting cast from your torch, the shadows appear ultra-realistic and make further exploration a test of your nerve.

Of course, fear would not exist without the threat of death and the allure of the unknown. The quiet streets dish out a host of deadly things and the sneaky buggers hide everywhere. Caution must be taken with every step. As you move through the game, you'll come across more ghastly creatures and they're always more

fleshy and disgusting than the last ones. They (the creatures) defy almost all description, but they are faceless and freaky. Play *Silent Hill 2* on your own in the dark and try to emerge mentally unscathed.

Controlling James is very similar to the original game but he's now equipped with a couple of nifty sidesteps and a quick about-face. This familiarity will please fans who are ready to immerse themselves in *Silent Hill 2*.

Make no bones about it. For a survival horror game's atmosphere to succeed, the player has to be willing to be scared. As long as you approach the game with this attitude, *Silent Hill 2* is real brown trousers stuff. Anyone who tells you otherwise is kidding themselves; the movie-techniques used to pull it off are classic horror fare. Like all great horrors before it, *Silent Hill 2*'s content will make you question the sanity of its makers. Kick-start your heart.



Richie Young



10-11. Once you get your hands on a gun, life gets a lot easier. But it doesn't help much when a roll of toilet paper would do the trick.

12-14. Exploring halls and abandoned rooms makes up a big part of the game.



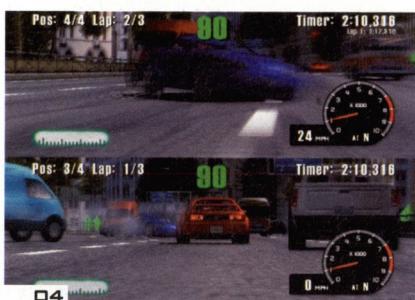
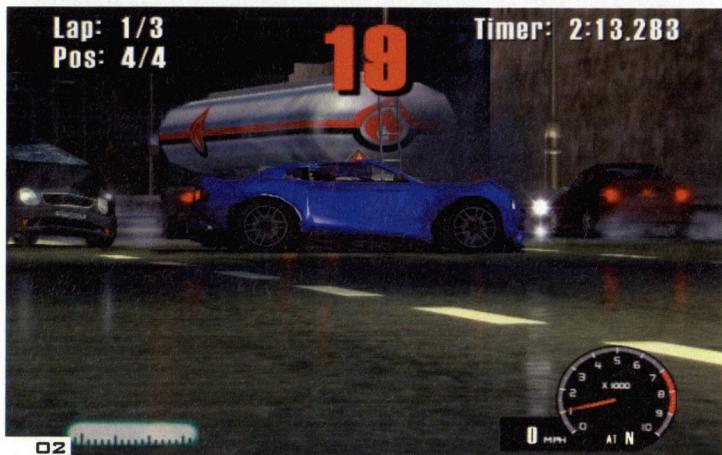
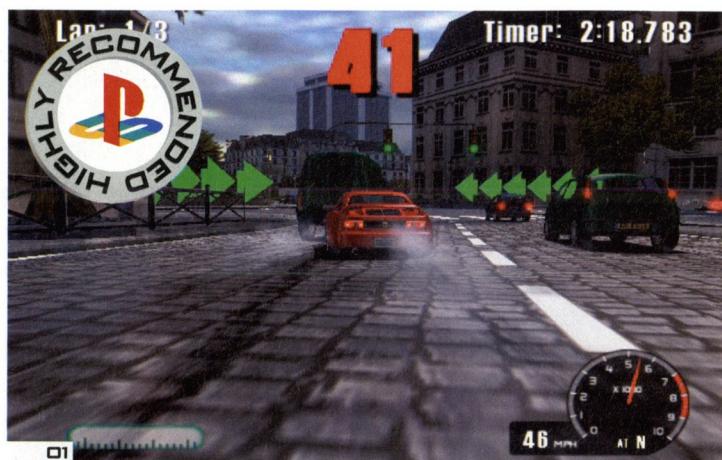
Dino Crisis

Reviewed: OPSM #27
Comparison: A horror classic meets *Jurassic Park* on PSone. Worth a look for the early design elements.
Score: 9



Verdict: Another defining moment for the survival horror genre.

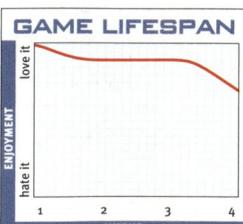
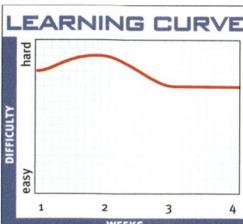


**INSTANT EXPERT**

Background: Formerly known as *Shiny Red Car*, the inspiration for *Burnout* came from some of the best car chasing sequences in Hollywood movies.

Makers: Criterion is best known for middleware development tools. Now the company has hit PS2 in a big way with *Burnout* and *Airblade*.

Also Know This: On most tracks you'll find a kamikaze driver on the wrong side of the street.



BURNOUT

Put *Burnout* at the top of your Christmas list and prepare yourself for major car-nage. Your panel beater will love you for it.

Danger is addictive. Why else would Houdini have popped one too many padlocks onto his chest? And why else did Jacques Cousteau go swimming with sharks wearing a "Flake Is Yummy" T-shirt? But even crocodile wrestling or snowboarding down Everest would be safer than driving on *Burnout*'s streets. It's insane. The roads are chock-full of traffic, and to make the next checkpoint you have to drive at ridiculous speed.

Burnout is a no-frills racer like the days of old. There are no licences, hidden routes or car upgrades — this is pure arcade goodness. Anyone can pick it up and play, but it will take swift reflexes and nerves of steel to unlock all vehicles and 16 courses.

It's the crashes that make the game something special. You'll pass more than 300 vehicles as you career around each course, and

every car, bus and truck behaves realistically, right down to indicating when changing lanes. But inevitably, you'll come a cropper and be treated to some of the finest fender bending action ever seen. Cars spectacularly crumple, spin and roll, throwing glass and debris and wrecking up your insurance bill.

The intensity is increased even further by the *Burnout* meter, which rewards the driver for taking risks like driving on the wrong side of the road. Once the bar is full, players can use a turbo, which features a cool motion blur effect. It's absolutely thrilling — and absolutely terrifying. The meter also adds strategy to the proceedings. If you are behind, judicious use of the turbo can close the gap, but it also increases the chance of car-nage.

Split-screen two-player racing is outrageously fun. There's nothing like the feeling of shunting your buddy into an oncoming car. The

computer opponents are also very smart, and it's just as satisfying beating them as your mates.

With so much traffic on the road, the game can get frustrating. Computer opponents will cause spectacular pile-ups in front of you that are unavoidable. Merely nicking a bumper bar will result in you taking a trip to the panel beaters. But for every time you curse, there are dozens of occasions where you giggle with glee at narrowly escaping an oncoming truck or powersliding through an intersection.

Burnout is the kind of game that you'll still be playing months from now whenever mates drop by. It's a long way from GT3's depth, but *Burnout* gives a more thrilling ride.

— Jason Hill



Verdict: A dangerously fast and addictive racer that's pure excitement.

**PlayStation®2 FACTS**

Genre: Arcade racing

Players: Two

On sale: November

Price: \$99.95

NZ price: \$119.95

Made by: Criterion

Made in: UK

Distributor: Acclaim



01-02. Presentation is clean and smooth. 03-05. The spectacular replays are one of the main highlights. 06-07. The bad drivers are uncannily realistic!

PlayStation®2 FACTS

Genre: Snowboarding
On sale: Now
Players: Two
Price: \$99.95
NZ Price: \$119.95
Made by: Dearsoft
Made in: US
Distributor: Activision

SHAUN PALMER'S PRO SNOWBOARDER

The gameplay in *Palmer's* offers much more than a mere 'Tony Hawk on snow'.

Taking the *Hawk* experience and throwing it down a mountain is no mean feat. Snowboarding tends to be a lot more of a linear experience than skating around a cityscape. Not any more. Dearsoft has delivered a close-to-perfect snowboarding title with as much replayability as any *Hawk* title barring *Tony 3*.

Firstly, the mountains. As with the rider models, they're not groundbreaking, but certainly attractive, imposing in size, and true to their real-life counterparts, with plenty of kickers and objects to jump, jib and grind off. Judicious use of lifts and ski-doos means that riders won't hit bottom until they're ready to.

The control is no let-down either. Your rider responds promptly

to your instructions and is very reminiscent of Hawk. The amount of air is massively increased over skateboarding, naturally, and some excellent combos and speed can be built up. Performing well yields extra attribute points to beef up your created or pro rider, opening up new possibilities on the terrain you've worked through.

With smart multiplayer options, fantastic music, and a deep career mode, the only thing not outstanding about *Palmer's* is the visuals, which are merely above average. The rest, however, has sent expectations for *Kelly Slater's Pro Surfer* skyrocketing.

Justin Kranz

Verdict: Not as pretty as *Tony Hawk 3* or *SSX* but just as much fun to play.

9



01



02

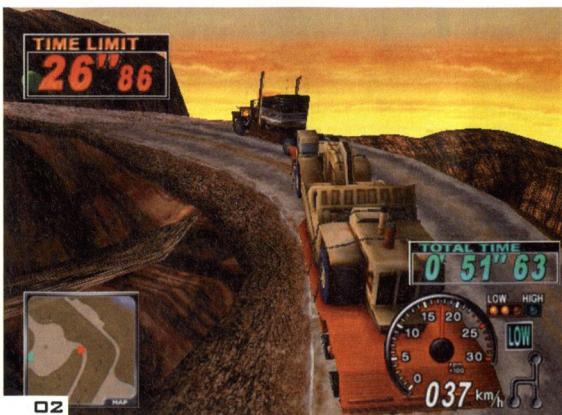
01. They may not be on par with the *SSX* characters but it shows just how high present day standards for graphics are that these guys aren't considered first rate. 02. The big air in snowboarding allows players to perform stunning tricks.

INSTANT EXPERT

Background: Shaun Palmer has provided extensive input into the game mechanics and the locations in the game. **Makers:** Dearsoft are part of the O2 development crew Activision has assembled. **Also Know This:** Great tunes by the likes of Alien Ant Farm accompany the boarding.



01



02

01. Annoying lens flare in the first-person perspective means only one useable driving mode. 02. Selecting the heavier cargo, such as the roadwork machinery pictured, means you receive more money for completing the race.

18 WHEELER

Hauling freight is hardly game-worthy, even if you can demolish innocent motorists.

1 *8 Wheeler* is the product of a desperate attempt to offer some originality in the racing genre. Unfortunately, all creativity seems to have stopped at the initial concept, as little effort has been put into other aspects of the game.

The game features three play modes: time attack, score attack and, wait for it, parking! Can you stand the excitement? Actually, believe it or not, the parking mode, which requires you to manoeuvre your rig into fiendishly tight spots within a time limit, is the only part of the game that manages to keep your attention for more than five minutes. The first two modes are standard racing game fare: complete tracks within a time limit, destroying certain cars along the way to pick up bonus time and spare cash.

However, the novelty of driving

a semi-trailer wears off pretty quickly, leaving a racing game with uninspiring tracks, very ordinary graphics, and token sound effects and music. The game's monotony is only emphasised by the painfully slow speed of the trucks. When 'speeding' up lengthy hills it really does feel like it would be quicker to get out and walk.

It's a shame that some of the more technical elements, which the parking mode requires you to master, weren't transferred to the other play modes. With its simple arcade feel, *18 Wheeler* just isn't challenging enough to entice players. Let's hope some of Sega's better racers like *Daytona* and *Crazy Taxi 2* are heading to PS2.

Derek Lee



Verdict: This arcade racer offers little in the way of interest for racing fans.

5

PlayStation®2 FACTS

Genre: Racing
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Acclaim
Made in: UK
Distributor: Acclaim

INSTANT EXPERT

Background: *18 Wheeler* began life as an arcade title. **Makers:** Acclaim also handled the conversion of another Sega title – the more successful, *Crazy Taxi*. **Also Know This:** Keep a close lookout for the realistic road signs of different localities across the US.



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Tony like you've never seen him before.



PlayStation®2



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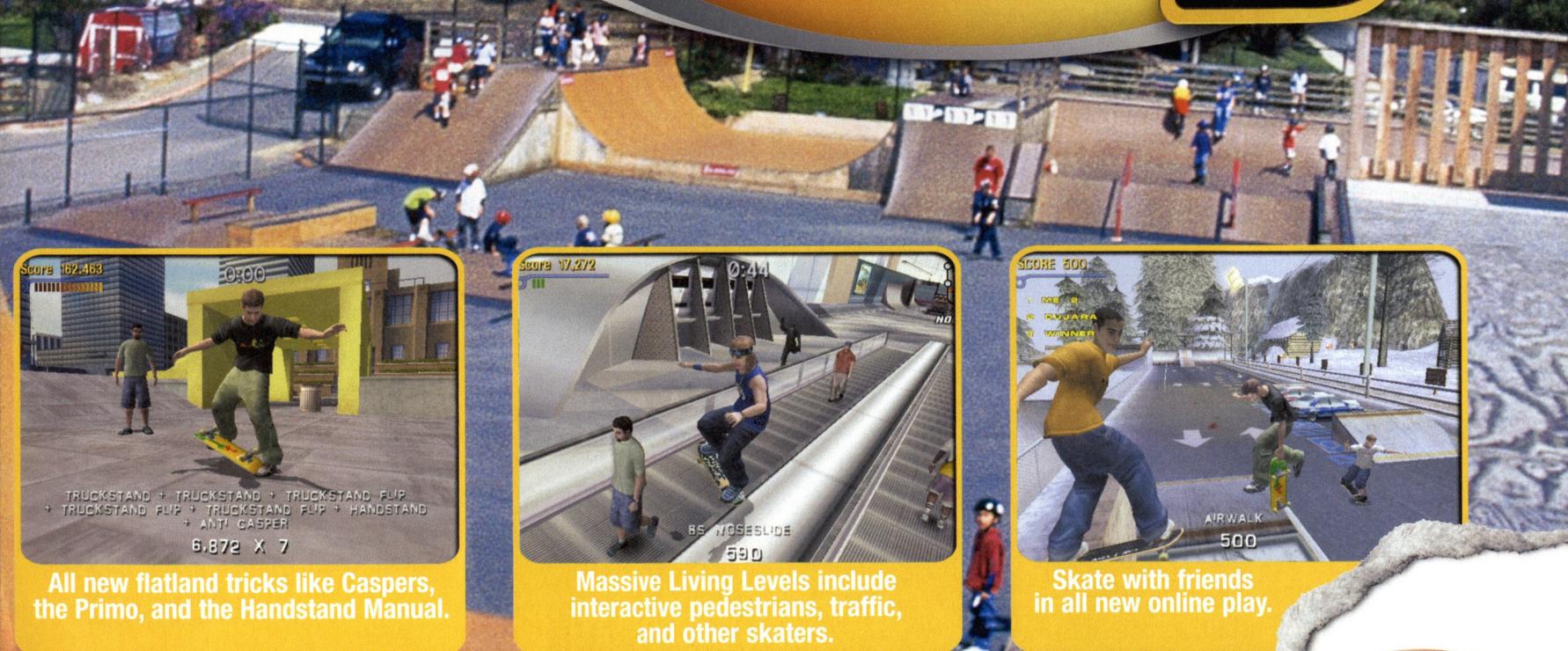
OME ORLD

CHECK OUT!

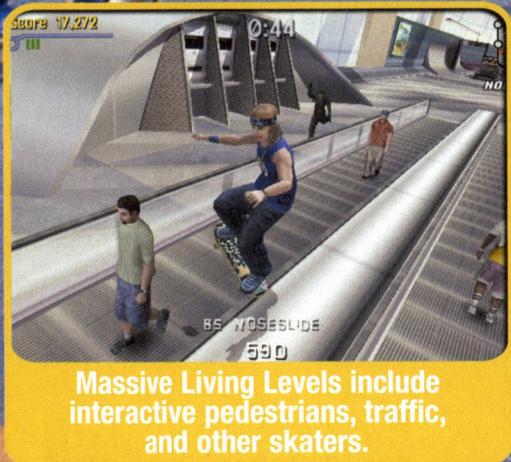
Shaun Palmer's Pro Snowboarder
"Push Mode Demo"
Included on disk



TONY HAWK'S PRO SKATERTM 3



All new flatland tricks like Caspers, the Primo, and the Handstand Manual.



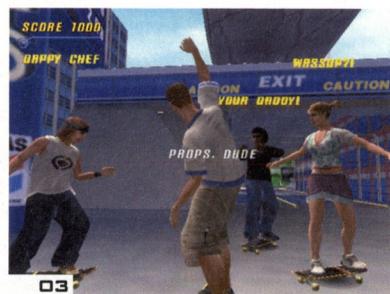
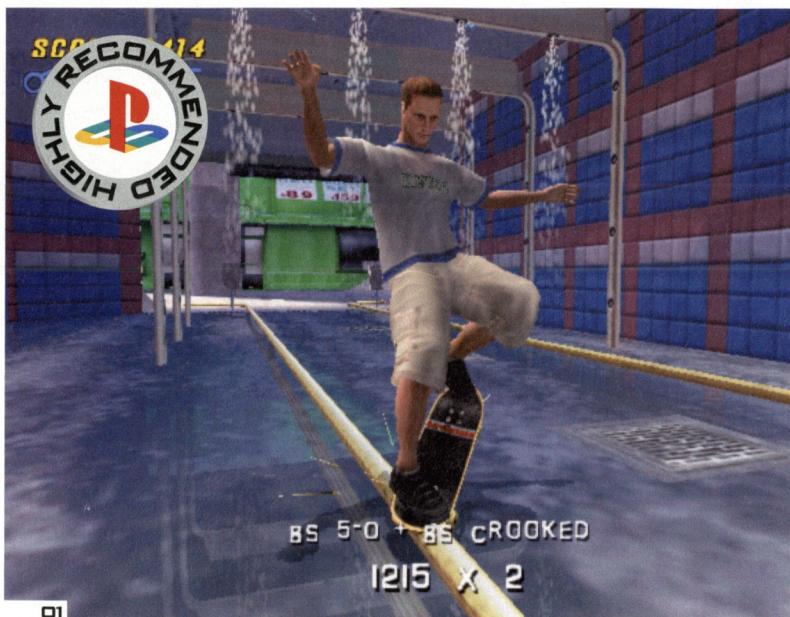
Massive Living Levels include interactive pedestrians, traffic, and other skaters.



Skate with friends in all new online play.

Enter the ultimate skater's world. Weave through traffic, avoid annoying pedestrians and cause natural disasters as you shred through 8 massive living levels in the ultimate skating challenge. Skate as the legendary Tony Hawk... or create your own legend with the improved Create-a-Skater feature where you can choose from hundreds of looks. Master new tricks using the same tight THPS2 controls and check your skills by taking it online against your friends across town or around the globe. Welcome to my world.

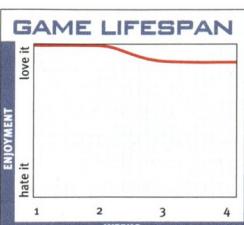
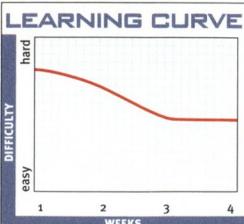
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**INSTANT EXPERT**

Background: What needs to be said? *Tony Hawk's Pro Skater* and *Tony Hawk's Pro Skater 2* delivered the skateboarding games players had been dying for.

Makers: Neversoft is revered by gamers for its dedication to excellence.

Also Know This: Internet multiplayer on PS2 *THPS3* is set to be huge, with broadband-equipped gamers already playing online around the world. Find out more in the next issue of *PSM*.



TONY HAWK'S PRO SKATER 3

Forget third time lucky, Neversoft still hasn't put a foot wrong. *Hawk 3* soars above and beyond all comers this festive season.

Rather than whip up a PS2 port of *THPS2* and rake in the shekels, Neversoft made this baby from scratch. The result pushes the series ahead not only visually, but in the very way the game is played.

For the benefit of those who have been living under a rock for the last few years, the *Hawk* series offers gamers semi-realistic skateboarding action coupled with a career mode that allows players' abilities to be slowly built up to God-like skater status.

THPS3 adds new skaters (minus Bob Burnquist, who is set to appear in his own game), new locations, new multiplayer options, and a slew of improvements from skater customisation to allowing the special meter to build up mid-

combo. The level of customisation that can be applied in-game has elevated way beyond the past offerings, and the skating environments, while not being completely real-to-life, make the *PS2* earn its keep.

The stages on offer are uniformly excellent in both design and visual quality, and all boast a decent size, although not as large and dynamic as initially hyped. Level completion tasks have extended in scope to include the odd 'fetch and deliver' puzzle, which is a good touch.

Skating has never played better or looked more realistic. Flatland tricks give players the ability to perform specials on the pavement, while the new revert move allows players to continue their combos beyond landing a pipe air.

Speed-wise, the PS2 debut of *Hawk* is a joy to play, with super-sharp visuals running at 60fps. The level of animation and quality of the environments deliver the best *Hawk* experience yet. An added bonus is the fact that Neversoft has included support for USB network adapters, allowing Internet play without waiting for Sony's broadband adapter.

Neversoft has stuck to the same formula but improved upon it in leaps and bounds. Great games expand our gaming horizons and offer lasting appeal. On both counts, *THPS3* hits the bullseye.

Justin Kranz



Verdict: A must-have for PS2 owners this holiday season — don't miss it!

10

PlayStation®2 FACTS

Genre:	Skateboarding
On sale:	Now
Players:	Four
Price:	\$99.95
NZ price:	\$119.95
Made by:	Neversoft
Made in:	US
Distributor:	Activision



01. Increasingly varied terrain is *THPS3*'s hallmark; Tony in LA.

02-03. 'Net playability is another plus for the best skate game ever.

04-05. New revert and flatland tricks aside, grinds remain crucial.

06. Concerns about a 'too clean' visual style proved unfounded.



PSone™ FACTS

Genre: 3D adventure
On sale: December 14
Players: One
Price: \$79.95
NZ price: \$99.95
Made by: a2m
Made in: Canada
Distributor: Sony

MONSTERS INC

Monsters Inc looks to be a fun little movie, but can the game of the movie match it?

From the clips included within the PSone game, *Monsters Inc* looks like being a fairly enjoyable children's romp, coming from the same stable that brought us the *Toy Story* movies.

The same thing can't be said for the PSone game, which is a bizarre melange of a standard 3D platform game and, strangely enough, *Ape Escape*.

Players act as either Mike (the green eyeball) or Sulley (the big blue monster). While each has different animations, they have basically the same capabilities. Each level involves the usual 3D platform malarkey — coins, switches and so on — as well as the requirement to scare the appropriate number of robotic

children. They hop about, *Ape Escape*-style, but scaring them is a matter of having enough scare goo and then performing some rapid button mashing. None of this is incredibly difficult, and your reward is a clip from the movie itself.

These are genuinely entertaining, but show off the fact that the game makers were too cheap to fork out for the genuine voice actors. By the time you've heard the 50th monster go "Booga Booga" you'll be more than ready enough to move onto something else. It's a pity because the film licence offered a lot of potential.



Alex Kidman



Verdict: *Monsters Inc* is cute and kind of fun, but loses its appeal quickly.



01. It's a testament to the game's lack of excitement when even the main character looks bored. **02.** Scaring robots like this is a bit of a laugh in the short term but it gets tired faster than a narcoleptic armed with a box full of sleeping pills.

INSTANT EXPERT

Background: *Monsters Inc* is based on the Pixar film of the same name.
Makers: a2m is also responsible for *Jersey Devil*, *The Grinch* and *Smurf Racing*.
Also Know This: The game is overly generous with its supply of extra lives. By level four, we had over 30.



01. With acting skills like his, maybe we'll see Gabe and the rest of the *Syphon Filter* gang following *Final Fantasy* onto the big screen. **02.** The draw distance is painfully short because of the PSone hardware but the action is so fast you hardly notice.

SYPHON FILTER 3

Looking past its problematic biological warfare plot reveals a great action title.

The *Syphon Filter* series is now up to its third instalment in as many years. Any connection with a certain real life viral outbreak is purely coincidental, though Sony certainly picked its timing.

This is also the final episode in the series on PSone, therefore resolving the game's ongoing plot to convict the people behind the deadly virus, and stopping it once and for all. Similar to *Tomb Raider: Chronicles*, the storyline involves flashbacks to earlier missions, as the game's heroes Gabe Logan and Lian Xing are required to give evidence against their former employer. A fresh outbreak of the virus soon forces the pair off on a new series of missions and locations to bring the Agency to

justice. Here we go again, you might say, but hell, wasn't it a treat the first two times.

The main improvements are the array of new high-powered weaponry and the enhanced enemy AI. In addition to the mission mode, multiplayer mayhem returns, and a selection of new mini-games offer a breather from the missions. The addition of new playable characters also adds a refreshing touch.

Not just for fans of the series, *Syphon Filter 3*'s multi-genre gameplay offers more than a little something for everyone.

Mike Wilcox



Verdict: It builds on the earlier titles and adds enough new ideas to keep it fresh.



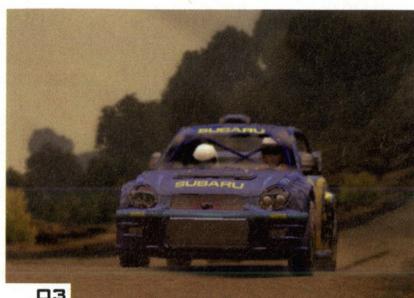
PSone™ FACTS

Genre: Action shooter
On sale: November 30
Players: Two
Price: \$79.95
NZ price: \$99.95
Made by: Sony
Made in: US
Distributor: Sony

INSTANT EXPERT

Background: While this continuation picks up from the last game, it's also the final game in this series (for PSone anyway).

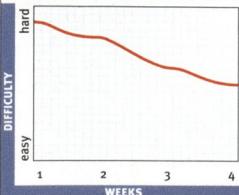
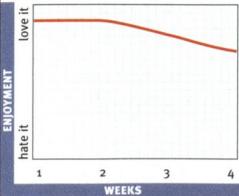
Makers: The first two games were developed by Eidec, while the third was by Bend. **Also Know This:** The *Syphon Filter* virus is not infectious.

**INSTANT EXPERT**

Background: Apart from rally stages in *Gran Turismo 3*, *WRC* is the first dedicated rally game to be released for the PS2.

Makers: Evolution is made up by ex-members of Digital Image Design and Psygnosis. Psygnosis has released *F1* games, as well as the *Rollcage* and *Wipeout* series.

Also Know This: *WRC* has been granted a licence by the sport's governing body, so real teams, drivers and cars are featured.

LEARNING CURVE**GAME LIFESPAN**

WORLD RALLY CHAMPIONSHIP

Sony's hotly anticipated rally game gets across the line in time for Christmas. *PSM* jumped in the cockpit and hung on. Tight.

World Rally Championship already has an ominous shadow looming over it in the form of the all conquering *Gran Turismo 3*. However, rallying only makes up a small part of *GT3*, so Evolution has decided to forgo the licence tests and concept cars to concentrate on making this the definitive rally experience.

Precise control is the key. Collisions dent your car and extreme incidents have an adverse affect on its momentum and performance.

Car control is very realistic. They are less forgiving than the cars in *Colin McRae Rally*, which comparably seems an 'arcadey' affair. The game also coincides with the release of the new official steering wheel by Logitech.

Familiar race fans will recall the superb wheel recently released alongside *GT3*. This is an updated version and enhances gameplay with *WRC*, particularly in single player racing.

Using it in two-player mode tells a different story, though. Background scenery still 'pops up' (something that *PSM* was hoping would be fixed for release) and whilst using the USB connected wheel, it causes the frame rate to 'chug'. This is due to the additional processing required to calculate the wheel's force feedback.

For the car buffs, the Ford Focus, Peugeot 206 and the much celebrated Lancers and Imprezas have been included.

Each car features adjustable

mechanics, allowing you to tweak variables like suspension and gear ratios. Furthermore, each has a 3D modelled cockpit based on specs from their real-life counterparts.

Stages are packed with detail — there are 108 in 14 locations to master. Dust, clouds and sun add to each environment, and realistic weather has been factored in, affecting the surface of the tracks and leaving residue on the cars.

Attention to detail is rife throughout, making *WRC* the most comprehensive rally game we have seen so far.

Justin Kranz and Richie Young



Verdict: A classy title that suffers slightly from drawbacks in two-player racing.



PlayStation®2 FACTS

Genre: Rally driving

On sale: November 30

Players: Two

Price: \$99.95

NZ price: \$119.95

Made by: Evolution

Made in: UK

Distributor: Sony



01-02. Dust clouds and in-car views add fine touches.

03-05. Much-celebrated cars like the Impreza and Ford Focus are featured.

06-08. The superb replays impress, particularly after flawless runs.

PRESS

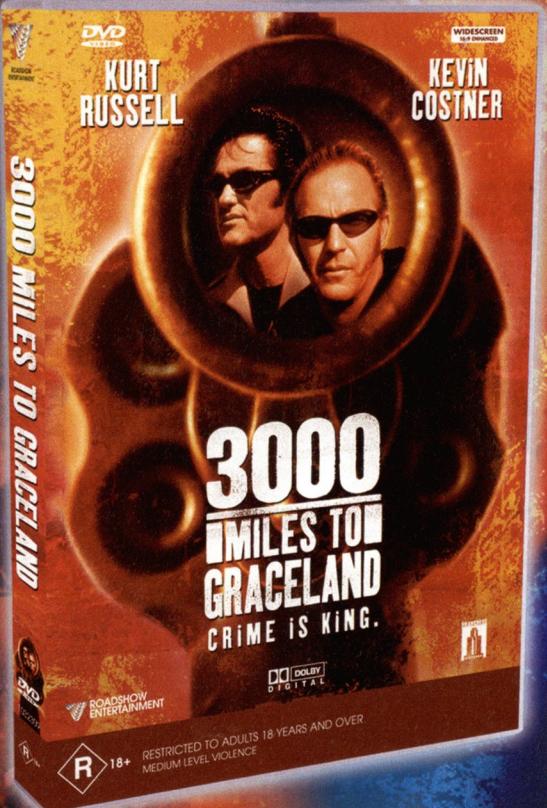
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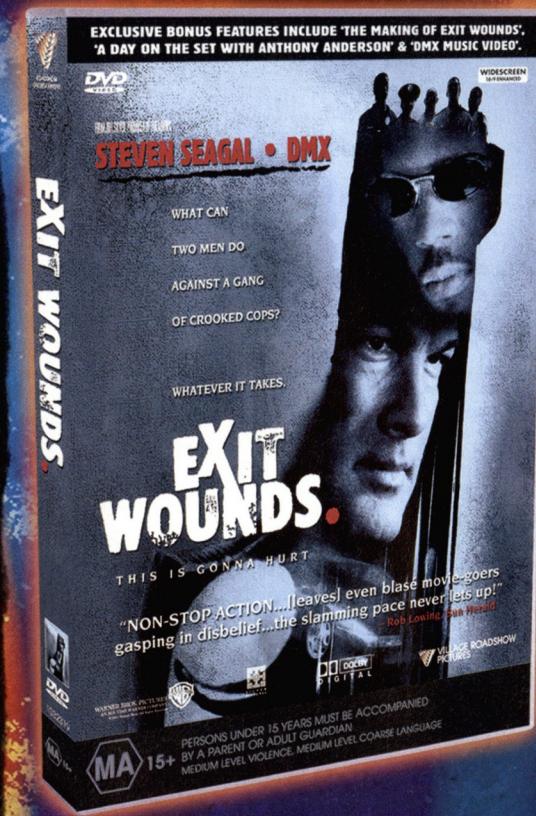
Available
Nov 7



"Non stop action... leaving even blasé movie goers gasping in disbelief."
- Sun Herald

EXIT WOUNDS

Available
Nov 21

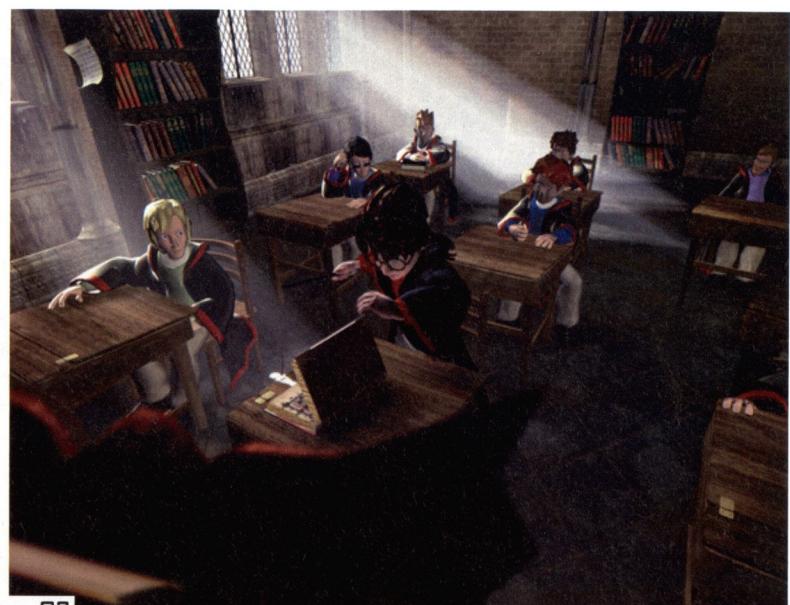


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01



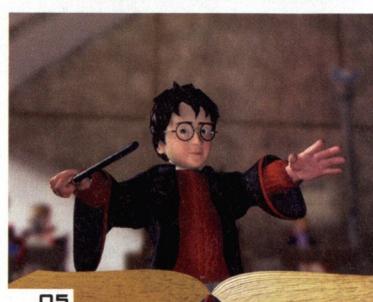
02



03



04



05



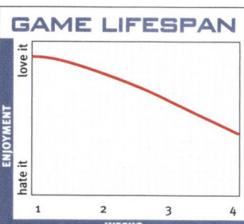
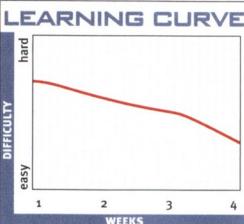
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INSTANT EXPERT

Background: Harry Potter is the creation of British author J.K. Rowling. Although the four books are aimed at a younger audience, they appeal to adults too.

Makers: EA has made four different versions of this game — PC, Game Boy Advance, Game Boy Color and PSone.

Also Know This: EA has a long-term contract to publish Harry Potter games so we can expect to see him on the PS2 soon.



HARRY POTTER AND THE PHILOSOPHER'S STONE

The Harry Potter phenomenon looks like spreading a lot further than bookstores and cinemas if the first game is any guide.

Maybe Harry Potter really does have a magical touch. Sales of the four books number in the tens of millions, the movie looks set to be a summer blockbuster and the PSone game releasing with the movie is not a rushed cash-in at all, it's really very good. It's a very pleasant surprise indeed and it should please all younger gamers, even those who haven't read the books.

Of course, it's aimed at those who are familiar with the Harry Potter universe and you'll meet most of the first book's notable characters during the adventure, including Hagrid, Malfoy, the Weasley brothers, Ron, Hermione and even Harry's nemesis, Lord Voldemort. All the voice acting is of high quality and simple yet effective animations link the main action and fill in details of the story.

You take control of a third-person perspective Harry Potter as he makes his way around Hogwarts School of Witchcraft and Wizardry trying to learn the secrets of his own magical abilities and win the house challenge for Gryffindor. Challenges and mini-games keep popping up (which follow the plot of the book), such as a 3D "roller coaster" ride through Gringott's Bank, sneaking past the gargantuan multi-headed beast Fluffy, and a flying broomstick chase to retrieve the Remembrall for Neville Longbottom.

There's also the occasional game of Quidditch to win, and even when you've finished the main game, you can come back for a match — this adds some much-needed longevity to the title. The Quidditch stadium is only one of the game's graphical standouts,

with some of the facial textures and huge enemy monsters being extremely impressive. Add coloured lighting, transparency and other special effects and this is a game that pushes the PSone to its limits.

The control system is tight and while flying your broomstick may take some time to get used to, finally succeeding makes the challenge worthwhile. The main game may be a tad short, but all up, this is a highly polished performance from Mr Potter. It's as slick as the slippery floor of Gringott's Bank and is sure to delight the many legions of mad keen Pottermaniacs.

Stuart Clarke

PSone™ FACTS

Genre: Action adventure

On sale: Now

Players: One

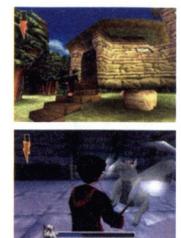
Price: \$69.95

NZ price: \$89.95

Made by: EA

Made in: US

Distributor: EA



01-02. The PSone hardware is pushed to the limit by Potter's sound and vision. 03-04. Potter's strong storyline combined with a fresh challenge makes for strong 'just-one-more-go' appeal. 05-06. No cheap cash-in from the books, this is champagne gaming.



Verdict: Everything Potter fans could hope for. Pushes the PSone to its limits.





PlayStation®2 FACTS

Genre: 3D adventure
On sale: Now
Players: One
Price: \$99.95
NZ price: \$119.95
Made by: Universal
Made in: US
Distributor: Vivendi Universal



ONTHEDISC

INSTANT EXPERT

Background: Crash takes on a new arch-nemesis, Crunch, a hybrid-Bandicoot destroyer.

Makers: Traveller's Tales has developed games based on *Toy Story*, *A Bug's Life* and *The Muppets*.

Also Know This: For the first time you will be able to take Crash's sister Coco for a spin.

CRASH BANDICOOT: WRATH OF CORTEX

Tune in to see Crash zoom his way around the planet — for the first time on the PS2.

Clash has been freed from constraints that kept him from breaking out in earlier adventures.

Wrath Of Cortex finds our hirsute friend on a mission to save the world from Dr Cortex's "Super Secret Plan". Collecting the crystals in the face of an increasingly hectic boss is the only way Crash can keep Cortex from unleashing the full destructive power of the Elementals.

What you get is a cruisy, yet extended escapade through thematically rich world after thematically rich world.

Gameplay in *Wrath Of Cortex* is a complicated issue, almost a case of lamb dressed up as mutton. Lack of bad guy style resistance makes it appear (almost) too easy, but what initially appears a drawback is ultimately

a blessing for patient, goal-oriented gamers.

Whether launching kamikaze air raids on pirate ships, gunning your buggy ahead of rhinos hell-bent on Bandicoot Pancakes for lunch, or plunging your sub into the deep blue, there's enough tactical demand to get your palms sweaty. As action heats up through stampedes and dogfights you realise you're in for the long haul.

While *Wrath Of Cortex* may not convert current heathens into dedicated platformers, or tempt the return of prodigal sons, it will satisfy those looking for a platformer with depth and challenging variation in modus operandi.

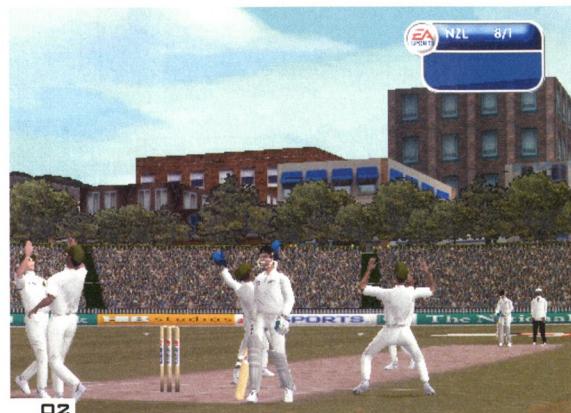
Benjamin Millar



Verdict: Crash's debut on PS2 is a lengthy and satisfying excursion.



01. The freedom allows Crash to travel in all directions throughout his labyrinthian realm. 02. Worlds are extremely varied. Expect African jungles, ice escapes, a volcanic island and a Japanese village on Crash's magnetic challenge!



01. All 12 international teams are included and there are bonus teams to unlock as well as the Sharjah Trophy competition. 02. Excellent wickets are often taken. They'll soon be followed by inexplicably dodgy ones, though!

CRICKET 2002

Will the latest from EA Sports bowl 'em over or is it stumps for Cricket on PS2?

Sorry Aussie sports fans, but face facts. EA is never going to spend as much time, effort and money on games like cricket and rugby as it does on the likes of soccer. The result: far inferior games.

It's not that *Cricket 2002* isn't fun. As with almost any sports sim, invite a mate around and you'll have a ball. But this is a long way from a cutting-edge title.

Cricket 2002 is just too inconsistent to recommend. For every piece of lifelike animation there's another that looks absurd. For every time Richie Benaud gets the commentary spot-on, there's another that seems he's talking about a different game altogether. A brilliant catch will soon be followed by a ridiculous drop. An excellent run-out call will proceed a ridiculous LBW decision way down leg side. And most damaging of all,

while you can play a wide range of authentic shots, just swotting almost every ball down the ground is the best strategy.

The limited AI of opponents also limits its lifespan. They're mind-bogglingly stupid. When they smash the ball they'll often pick out the only fieldsman in the deep. And when bowling, they'll serve up the same ball even after you've cracked the previous five to the fence.

EA has included more options than cricket fans got on PSone. World Cup, the World Series, Eight-team Knockout and Tests are in there but unless you've got a friend to play against, *Cricket 2002* is as exciting as watching Bangladesh play Scotland.

Jason Hill



Verdict: The best and worst PS2 cricket game on the shelves.



PlayStation®2 FACTS

Genre: Sports sim
On sale: December 7
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Studio Oz
Made in: Australia/UK
Distributor: EA

INSTANT EXPERT

Background: EA's only other attempt at console cricket was *Cricket 2000* on PSone. **Makers:** Studio Oz is EA's Australian development house based on the Gold Coast.

Also Know This: There's a bug in the game that allows you to get around fielding restrictions in the opening overs.

**INSTANT EXPERT**

Background: While the *ISS* series goes back to the NES, it has been the *Pro Evolution* games on PlayStation that have shot to prominence.

Makers: Konami is putting the finishing touches to a small-scale project known as *Metal Gear Solid 2*. It's looking pretty good, too.

Also Know This: The Master League is trickier than ever. Star players now have maintenance fees — if you can't pay the bills at the end of the season, it's game over!

ISS PRO EVOLUTION

Konami gives PS2 soccer fans the ultimate Christmas present: the finest soccer game you can find off a footy pitch.

Throw away your misgivings about how soccer games work and play. Forget magic buttons that let you dance around incoming tackles; forget guaranteed goals from 'hot spots'. This is a game that's all about steady build up, positional play and, above all else, control.

First, the basics. *Pro Evolution*'s presentation is far from slack, but it is a notch below *This Is Soccer 2002*'s clear, sharp visuals and flowing commentary. The difference isn't a deal breaker, however; the visual and aural impact of both titles is simply dwarfed by the depth and playability of Konami's offering.

Now the cream: kiss goodbye to the 24-7 'hoof the ball up field'

tactic supported by virtually every other soccer game. *ISS* skews the action to a more measured approach that is very realistic. Patient build up yields more satisfying and frequent goals than blazing away from far out, and you feel like you earn every goal.

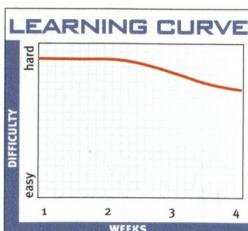
The strategic aspect of the game builds an understanding of where players should be in a given situation. Player performance is defined by the statistical data supplied on the players in the game and actually makes a difference. As in reality, all-round superstars are rare indeed — and if you don't play to your stars' strengths, their edge is largely dulled.

Pro Evolution's lifespan extends into years thanks to the enjoyment of playing against friends and the

fantastic 'Master League' career mode. Not content with a mere ladder system or create-a-player mode, *Pro Evolution* allows players to build their ultimate team over multiple competitions. By winning games and earning points, you can buy players and build your own super team to play against friends' teams.

Finally there is a soccer title that combines a high level of visual presentation with an approachable simulation of football action. Even if you only have a slight interest in soccer, do yourself a favour and play *Pro Evolution*.

Justin Kranz and Richie Young



PlayStation®2 FACTS

Genre: Soccer

On sale: Now

Players: Eight

Price: \$99.95

NZ Price: \$119.95

Made by: Konami

Made in: Japan

Distributor: Ozisoft



01. The names in *ISS* have been changed to protect... Konami.
 02. This bloke married a pop star...
 03. ...this bloke married a supermodel...
 04. ...and this bloke is better off single.
 05. Use your head to get ahead in *ISS*. [You're fired — Ed]



Volunteering... what's in it for me?



*"I've made
lots of friends
volunteering."*

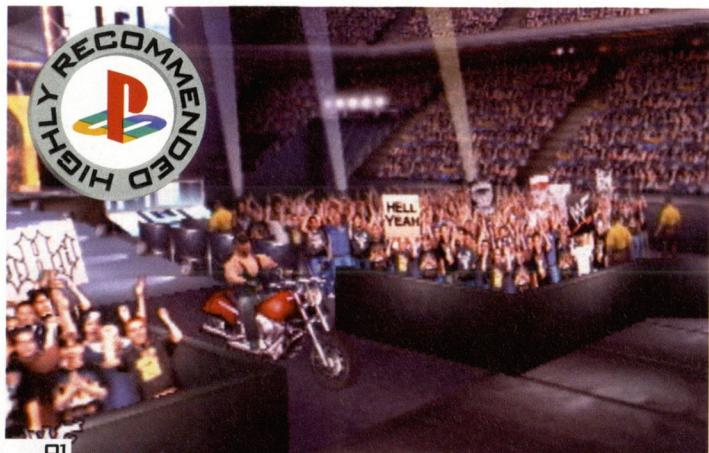
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stepping stone to
job opportunities."*

*"You don't have
to spend all day,
every little bit
counts."*

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INSTANT EXPERT

Background: Of all the *SmackDown* wrestling games, this one takes itself the most seriously, which is somewhat akin to asserting Chief Wiggum is more serious than Homer Simpson.

Makers: Yuke's created its very first wrestling game, *Toukon Retsuden*, in 1995.

Also Know This: For the first time, wrestling superstars can now be guest referees. Even the crowd have some involvement, parting as the action goes out of the ring.

WWF SMACKDOWN! JUST BRING IT

WWF SmackDown 2 on PSone was as good as WWF fans could hope for. Where do you go from there? PS2, of course.

Making the transition to PS2 was inevitable since every other platform has already been touched by the hand of the WWF phenomenon. Due in part to the huge success of the last instalment, this latest use of the licence is not so much an extensive reworking of the concept, but more a turbocharged version.

WWF SmackDown! Just Bring It boasts the same winning play that's proved so popular in the past, with the new hardware enabling a leap forward in presentation, new game modes, and options overload.

Pushing the upper limit of the visual department are 40-plus WWF superstars, including the likes of Kurt Angle, Lita, The Undertaker, Triple H, Chris Jericho and, of course, The Rock, who all look

faithful to their real life counterparts, and come complete with no less than 80 signature and finishing moves each.

Seeing your wrestler's authentic arena entrance to their theme music is one of the game's big thrills for fanatical WWF fans. Outside the ring, backstage areas are now double in size and more interactive. Your wrestler can even jump into the audience or walk from arena to arena. The big visual test, though, is having three mates around and up to nine characters in the ring simultaneously.

Nine main match types offer over 70 variations, from the new '6 Man Tag' to spin-offs on existing events such as Hardcore, Hell In A Cell, Ladder and Survival, plus there are all the regulars like Royal Rumble and Cage. There's also a

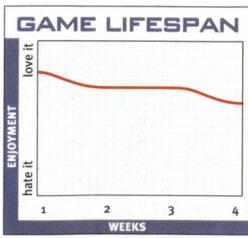
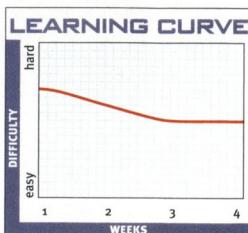
Story mode that follows a typical season, offering players the chance to win the WWF Championship. The action takes place in and out of the ring, and you're required to make decisions on who to throw your lot in with and who to discard as you head for the top.

These key features, the presentation overhaul and the many other small touches made possible by the move to PS2 go way beyond a superficial update for the WWF series. So if you feel your gaming could use an extra shot of testosterone, polish up your rock star poses, oil up those muscles and sign up right here.

Mike Wilcox



Verdict: The move to PS2 has allowed the WWF series to realise its full potential.



PlayStation®2 FACTS

Genre: Wrestling

On sale: November 30

Players: Four

Price: \$99.95

NZ price: \$119.95

Made by: Yuke's

Made in: Japan

Distributors: THQ



01. The wrestlers' entrances look brilliant and are the real deal.
02. One oily, sweaty man is about to drive another into the mat.
03-04. Rich, oversized yob bashes wealthy guy in leotard; news at 11.
05. With up to nine in the ring at once, things can get a tad hectic.



'MIRROR, SIGNAL, MANOEUVRE'
The Art Of Driving #1
(November 2001)

BURNOUT

“Crashes are the most dramatic and wince-inducing that we’ve ever seen in a video game. You come away shattered”

PSM2 Magazine October 01

 **Criterion**
GAMES

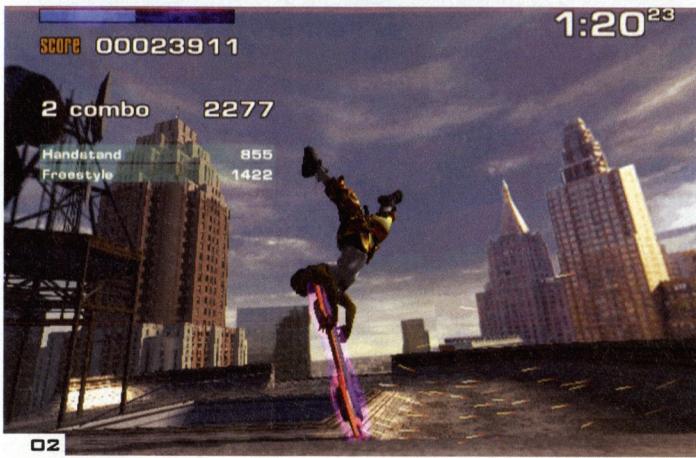
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ACCLAIM

PlayStation.®2

**INSTANT EXPERT**

Background: The Sega Dreamcast game *Trickstyle* was also made by Criterion.

Makers: Criterion is a UK-based company that also recently completed work on the critically acclaimed game *Burnout* (reviewed page 24).

Also Know This: Criterion is regarded as a "middleware developer" as it is responsible for developing Renderware – a software development tool in high demand from other companies.

AIRBLADE

Don't jump to the wrong conclusion here, *Airblade* is no bland *Tony Hawk Pro Skater* clone, but a fine game in its own right.

One of the greatest mistakes a gamer could possibly make is to disregard *Airblade* as a half-baked *Tony Hawk* clone. Sure enough, the trick and control system shows distinct similarities, but there are plenty of differences (including gameplay) that should warrant decent attention.

Amongst all of the game's modes, it's Story mode where most of the meat lies. Controlling Ethan (a Mr Rad type of fellow), you move through and unlock the rest of the game by completing mission-based tasks against an ever-ticking clock.

Airblade isn't easy, and some missions are bound to take you countless retries to finish. Unlike the *Hawk* games, there are now multiple tasks to complete in a single run. This adds to the overall challenge, but also becomes frustrating as failure means that you have to re-trace your steps.

The plot revolves around rescuing your mate Oscar from an evil corporation, and your tasks vary from busting up thugs to grinding their vehicles, smashing camera surveillance and hitching helicopter rides across town. You pull these tasks off by tricking, colliding, swinging and grinding off people and objects.

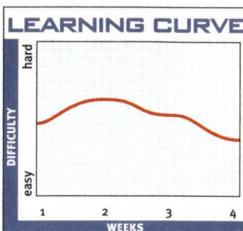
Visually, *Airblade* could probably do with more colour but the frames power along at top speed. It's here that you can see that *Airblade* shares the same origins with *Burnout*. Each character model looks great and despite what contortions you make them go through from the massive repertoire of tricks, they never look awkward.

For those more used to the tangible feel of urethane on concrete, the hoverboard does take some getting used to. Ollying is not the same and the moment you press the button is ever

more crucial. The extra height now makes the tricks even more extreme and the game engine also allows your character to grab and spin off objects – a feature that needs to be mastered. The board also has a power-up feature allowing for higher speeds.

Overall, *Airblade* is a classy affair, with the variety of modes adding to its longevity. Two-player games are superb with a similarly skilled foe, but it is let-down by some minor gameplay issues and a lack of originality in some areas.

While those after a skate game are better served by *THPS3*, if you're interested in something a little different, let your Marty McFly fantasies run wild and hop aboard *Airblade*.



PlayStation®2 FACTS

Genre: Extreme sports

On sale: Now

Players: Two

Price: \$99.95

NZ price: \$119.95

Made by: Criterion

Made in: UK

Distributor: Sony



01. Grabbing objects forms a significant part of the gameplay.
 02-03. Insane tricks and grinds are smooth and impressive.
 04-05. Hoverboards allow you to reach greater heights than conventional skateboards.



Verdict: A very solid title that won't disappoint those after a challenge.





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MADDEN 2002



Madden 2002 is one of the first sequels to appear on PS2. Its predecessor's outstanding level of game detail has been joined by loads of extra animations, new playing modes, and tweaks galore to leave the player with motion, camera angles and speed that are simply unsurpassed in a sports game.

Barring the interaction between colliding players, which lacks some interposed frames of

animation, it's nigh impossible to distinguish this game from real footage.

Near graphical perfection is a given with *Madden*, so what else has been added? Create-A-Team allows you to integrate your own teams into *Madden*'s excellent multi-season franchise system. The rosters get their scheduled update, but the big addition is Two Minute Drill mode. Players have two minutes to score as many points as possible.

Madden 2002 raises the bar once more for sports sims — as a complete sporting experience it remains unmatched. If you have any interest in the sport or desire to learn about it, you can do no better.

Justin Kranz

Verdict: EA's stunning NFL franchise moves one step closer to perfection. The best yet.



PlayStation®2 FACTS

Genre: American Football
On sale: Now
Players: Eight
Price: \$99.95
NZ price: \$119.95
Made by: EA
Made in: US
Distributor: EA

F1 2001

PlayStation®2 FACTS

The racing game scene is going to be a bloodbath for some publishers in the wake of the likes of *WRC* and *GT3*. Unless you're a high powered contender, it's going to be an uphill battle.

Unlike its high profile stablemates *NHL*, *SSX*, *Tricky* and *Madden*, EA's *F1 2001* does little to improve on its previous PS2 outing. What was a solid product a year ago has not aged that well; the vocal commentary is as limited as ever, and

a somewhat disorientating motion blur effect tends to distract from the action. The action is pitched more in the arcade camp than hardcore reality, and although a simulation mode offers a more authentic playing style, it still lacks depth.

All the drivers and teams are there, and an attempt at *GT3*-style driving tests has been included, but much like the racing action on offer, it's a very pale imitation of *GT3*.

Although it's not the deepest title around, *F1 2001*'s best function is as a quick arcade racer — anything more and it flounders. Overall, it needs to pull into the pits for a bit more work.

Justin Kranz

Verdict: It does little to stand out from the strong PS2 racing crowd. Sony's F1 racer remains the best.



20

NHL 2002

PlayStation®2 FACTS

Genre: Ice hockey
On sale: Now
Players: Eight
Price: \$99.95
NZ price: \$119.95
Made by: EA
Made in: Canada
Distributor: EA

A phenomenal amount of bells and whistles more than compensate for the fact that *NHL*'s visuals haven't quite attained *Madden*'s exalted level.

For starters, the in-game commentary is a new high. There's the DTS (Digital Theatre Systems) sound, and the constant chatter by the analyst and the color commentator ensures that each playing experience is a new one.

Customisation of



everything from game speed to puck friction is achieved by handy sliding bars, and a variety of camera angles help bring the game to life. Perform a spectacular hit or save and you will be treated to a rapid-fire, multi-camera mini-replay. Even better, get on a breakaway and the roar of the crowd fades, the screen smoothly angles behind you, and the only sound you hear is the thumping of your heartbeat as you close in on the lone goalkeeper. Heady stuff.

A tantalising glimpse of a future where a sporting event's gloss is eclipsed by its interactivity. With a bit more work this will be the stuff that legends are made of.

Justin Kranz

Verdict: An outstanding upgrade that further blurs the lines between sport and gaming.



TEST DRIVE OFF ROAD



Each vehicle can be customised and show distinguishing characteristics, and they are prone to panel damage.

In a similar vein to the environments of *Smuggler's Run*, nothing will block your path as you plough your way through water and up and over the sides of mountains.

Scale-wise, the developer claims that each environment simulates 3000 acres of land and that is very apparent in its unrestricted freedom.

Unfortunately, the graphics are far from spectacular for a next generation game, and despite the initial attraction, *Off Road* will become tedious over time.

Richie Young

PlayStation®2 FACTS

Genre: 4WD racing
On sale: Now
Players: Two
Price: \$99.95
NZ price: \$119.95
Made by: Infogrames
Made in: UK
Distributor: Ozisoft

Don't be too quick to dismiss this latest version from the *Test Drive* series. Showing remarkably good car physics, *Test Drive Off Road* is furious racing over rugged terrain.

While there are real-life 4WDs to choose from, *Test Drive Off Road*'s gameplay is arcade madness. Players can choose from an impressive garage that includes the gargantuan Hummer, the grunty Ford Bronco and the Dodge.

Verdict: A solid racing game that is addictive. Unfortunately, it suffers from a lack of longevity.



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ROADSHOW
ENTERTAINMENT



LMA MANAGER 2002



manager sims, and while 'Man Yoo' seem to be on a downward spiral of late, this keeps getting better and better. *LMA 2002* takes the 2001 version and adds UK summer transfers, new kits and a wealth of new statistics. It also has better 3D graphics for the match action, enhanced AI, and speedier loading times.

Other than coming with a salary of \$500,000 a year, this is as close as you could get to managing a premiership club. It's even got a decent theme song now — *Going Out Of My Head* by Fatboy Slim.

For any soccer fans that aren't considering this as a purchase, we dedicate that song to you.

Rob Pegley

Verdict: Only for serious soccer fans. If that's you, get this now or miss out on a rare treat.



PSone™ FACTS

Genre:	Soccer management
On sale:	Now
Players:	One
Price:	\$69.95
NZ price:	\$89.95
Made by:	Codemasters
Made in:	UK
Distributor:	Ozisoft

In a world where PlayStation2 exists, and graphical excellence is the common currency, surely there's no place for a simulation of managing a soccer team? With screen after screen of names and stats, it's the sporting equivalent of trainspotting. Gamers will no doubt scoff, but for soccer fans this is PSone heaven.

The *LMA Manager* brand has established itself as the Manchester United of

GUNFIGHTER: THE LEGEND OF JESSE JAMES

PSone™ FACTS

Genre:	Arcade action
On sale:	December
Players:	One
Price:	\$69.95
NZ price:	\$89.95
Made by:	Rebellion
Made in:	UK
Distributor:	Ubi Soft



Gunfighter: The Legend Of Jesse James takes you

on a lightgun slinging Wild West ride. Playing the part of one of Missouri's most infamous outlaws, players are automatically shuffled around saloons, gold mines and the like where a series of 'fire and cover' style battles ensue until you either clear the level, take too many hits, or run out of precious time.

The main story mode asks players to shoot through the game's five levels. As each level is finished, they become available to revisit anytime in the Arcade mode.

Painfully, the Story mode must be redone each time from the start, no matter how far you have progressed. The menu also offers a collection of sharp shooting and target practise sub-games to help raise the fun factor.

Barring a few niggles, *Gunfighter* offers solid gameplay, melodramatic cut scenes and plenty of trigger finger fun. But like most gun games, don't expect too much variety.

Mike Wilcox



Verdict: Had this game been released a couple of years ago, it may have caused a lot more fuss.



THE MUMMY RETURNS

PlayStation®2 FACTS

Genre:	Platformer
On sale:	Now
Players:	One
Price:	\$99.95
NZ price:	\$119.95
Made by:	Blitz Games
Made in:	UK
Distributor:	Vivendi

The *Mummy Returns* looks very accurate to the movie, and the plot hasn't taken too much of a battering getting crammed into a game format.

Players choose from Indiana Jones-ish Rick O'Connell or Imhotep the mummy, and the play styles vary accordingly. Both look good, but are spoiled by very poor voice acting. They share the same basic goal

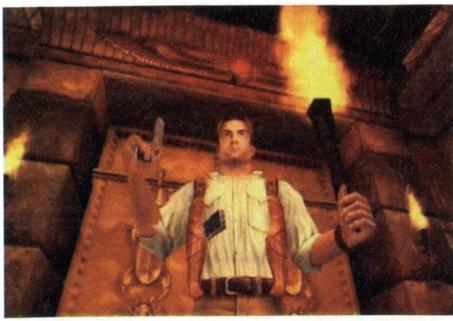
— defeat the Scorpion King — and both traverse through locations that closely mirror the film.

There are some scarab beetles in the gears. Playing as Rick is quite a generic *Tomb Raider*-esque experience, and the transition of the action button to jump and/or climb is a little sloppy, leading to untimely deaths.

Imhotep faces similar restrictions, and for some reason, enemies around him will stop while he sucks the life out of their companions. The roving camera can be a pest, and makes level searching more of a chore than it should be.

Alex Kidman

Verdict: *The Mummy Returns* looks pretty, but plays poorly. Only for die-hard fans.



FIFA 2002



PS2™/PSone™ FACTS

Genre:	Soccer sim
On sale:	Now
Players:	Eight
Price:	\$99.95 (PS2) \$69.95 (PSone)
NZ price:	\$119.95 (PS2) \$89.95 (PSone)
Made by:	EA Sports
Made in:	UK
Distributor:	EA

The EA team knew it needed to make major changes to the *FIFA* engine before *ISS Pro Evolution*'s domination really took hold.

Taking an axe to the old *FIFA*, EA has come up with an entirely new game, adapting many features already present in *ISS* to fit into the *FIFA* world. In addition to the shooting bar introduced in *FIFA 2001*, the passing system now also boasts a power bar, which means midfield play

is slightly more tactical, but converting these plays into goals is still a letdown — the game suffers somewhat from 'scripted' scoring.

The ball physics are poor, moving erratically on the PS2, and are positively dire on the lower res PSone version. The ball tends to be too 'floaty' and accelerates inconsistently, making smooth play difficult.

EA has compensated for this in the PS2 version by going heavy on TV-style glitz and gloss. However, the PSone version is lacking in the visual department; compared to the PS2 version, it is lacking in every department. It's as if EA has given up on the PSone version of *FIFA*.

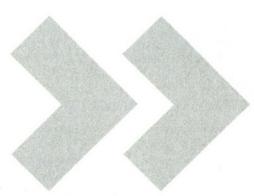
Richie Young

Verdict: Looks good. Subtract four marks for the dismal PSone game, though *ISS* is superior.

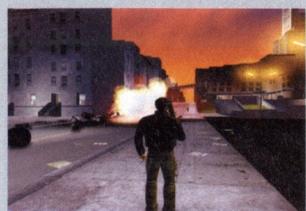




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The PlayStation®2 and PSone titles that are setting sales records and the ones we can't stop playing.



WHAT'S IN OUR BOX

The discs we can't pry out of our PS2 here at PSM Towers.

- 1. Grand Theft Auto 3** ... The variety has taken PSM Towers by storm!
- 2. ISS Pro Evolution** The best soccer game ever released.
- 3. Tony Hawk's Pro Skater 3** Everything Hawk fans hoped for!
- 4. World Rally Championship** A superb rally simulation.
- 5. Harry Potter** One of the best games for the PSone this year.

WHAT'S ROCKING PSone™

And the best-selling PSone games are...

1. Tony Hawk's Pro Skater 2
2. 20 Games Pack
3. Sheep Dog 'N' Wolf
4. The Italian Job
5. FIFA 2002
6. Atlantis: The Lost Empire
7. Digimon
8. X-Men: Mutant Academy
9. WWF SmackDown! 2
10. Mat Hoffman's Pro BMX



MUST BUYS

Just in case you missed them, PSM lists a few PS2 'Must Buys' from recent months.



Half-Life
Gearbox
First-person shooter

This PC hit has been adapted superbly for the PS2. Although the multiplayer options are lacking, the single player adventure is lengthy and breathtaking.



Time Crisis II
Namco
Lightgun game

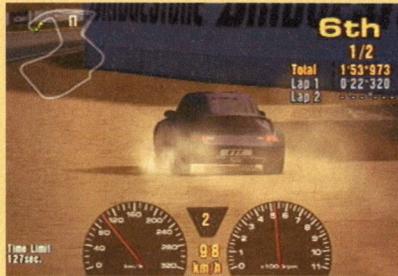
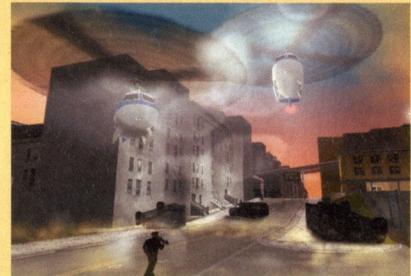
The PS2's grunt has seen another quality effort from Namco. The action is fast and furious, and there's oodles of replayability in the extra modes.



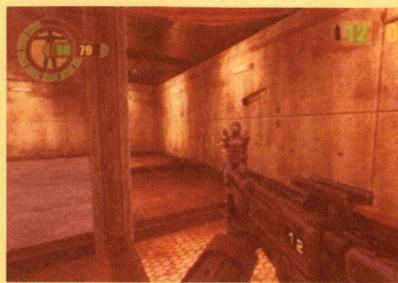
GTA3
DMA Design
Driving adventure

Unless you've been hiding under a rock, you will have noticed this game getting high praise from all corners. GTA3 is an instant classic. Fantastic.

PLAYSTATION®2 TOP 20



NO.	GAME	DEVELOPER	DISTRIBUTOR
1.	Grand Theft Auto 3	DMA Design	Take 2
2.	Gran Turismo 3: A-spec	Polyphony	Sony
3.	Time Crisis II G-Con Bundle	Namco	Sony
4.	Red Faction	Volition	THQ
5.	Resident Evil Code Veronica X	Capcom	THQ
6.	Crazy Taxi	Hitmaker	Acclaim
7.	Tekken Tag Tournament	Namco	Sony
8.	Dave Mirra Freestyle BMX 2	Acclaim	Acclaim
9.	MX 2002	Pacific Light and Power	THQ
10.	Time Crisis II	Namco	Sony
11.	Madden NFL 2002	EA Sports	EA
12.	F1 2001	Studio Liverpool	Sony
13.	SSX	EA Big	EA
14.	Dark Cloud	Sony	Sony
15.	SpyHunter	Midway	Acclaim
16.	Paris-Dakar Rally	Broadsword Interactive	Acclaim
17.	Dead Or Alive 2	Tecmo	Sony
18.	NHL 2002	EA Sports	EA
19.	EA Sports Rugby	EA Sports	EA
20.	Moto GP	Namco	Sony



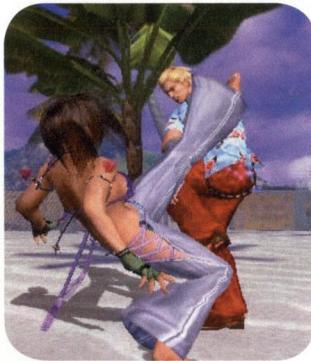
The PSM Top 20 is provided by Inform



bits

THE LATEST PS2 & PSone™ NEWS

edited by Richie Young



In continuing *PSM*'s dedication in bringing you the very latest news on all things PlayStation, this month we take you to Japan to unveil some of the biggest hits arriving in 2002.

Contributing Editor Jason Hill gained exclusive access to the most revered development studios in the world at the Tokyo Game Show. Over the next few pages you will find new details on the *Tekken* and *Smash Court Tennis* sequels, as well as the groundbreaking voice recognition game, *Dekavoice*.

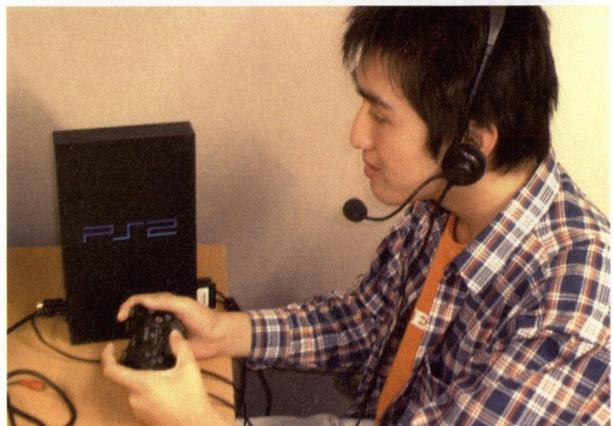


(Top to bottom): *Smash Court Tennis* gets a makeover; *Tekken 4* shapes up for a hot debut; and coloured PS2s!

BEST BIT

THE ULTIMATE EXPERIENCE

Creating a completely "immersive" interactive experience is the primary goal for most games companies around the world. They've inched towards it for decades, but EA recently took a huge leap to further blur the line that divides what is real from what isn't. Making its gaming debut via *NHL 2002* and *SSX Tricky* is the popular DTS (Digital Theatre Systems) audio technology, bringing cinema quality sound to the gaming experience. Obtaining a three-dimensional soundfield via multiple speakers that is synchronised with on-screen action is now possible! Excited?



YOU'RE THE VOICE

Dekavoice is likely to be the first in a long line of games utilising voice recognition technology. It will open up an entirely new world of gaming possibilities, and should arrive in Australia and New Zealand by late 2002.

VOICE

Ever wanted to yell at on-screen

Dekavoice, a game using voice recognition technology, was unveiled for the first time at Sony's headquarters in Japan. The game is a 3D, third-person action adventure with cartoon visuals reminiscent of *Dick Tracy* comic strips. Players control a police detective as normal, while a USB microphone headset is used to speak to other characters in the game.

Accompanied by a police dog, you command it to perform actions. For example, you can tell the dog to go forward, stop, come, sit, stand up, shake, search or jump.

Players can also use the microphone to communicate with your detective partner over the police radio. He then chats to

シングルレコード入れです。
円盤の中に5枚くらい入ります。

マイク
(音声認識用です)

モニター

プリンター

キーボード

収納されます

アームから折れて

レコード (アルバム)



博物館・展示室

I HEAR YOU!

Visually, *Dekavoice* will have a traditionally artistic appeal — the game's visuals would certainly look right at home in an art gallery. The real-time screenshots also testify how apparent it is during gameplay.

OF THE FUTURE

characters during a frustrated gaming session? Thanks to *Dekavoice*, now you can!

you as you go about your mission providing instructions, and even suggesting a few beers after work!

The game can recognise over 200 different words per stage, and seems to go far beyond just basic commands. Your partner often asks you what you see, and when you respond he chats about what to do next. If you're stuck, you can ask your partner for help in solving a puzzle.

PSM enjoyed a level with the player trying to locate a bomb in an underground sewer. Once the dog had sniffed out its location and the cop and his partner had put some clues together to unlock a door, the bomb was discovered tied to a hostage.

The player then needed to take photos of the bomb to help his partner identify it, then calm down the shaking hostage by using soothing words before the bomb could be diffused. Comically, the hostage also responded to words that would

get a person even more agitated, making him quiver even more! Another level featured a car chase in which you communicate your partner to make turns while chasing an assailant.

Dekavoice Producer Fujisawi-san said his team had started work on *Dekavoice* about 12 months ago and it should get a release mid-next year in Japan. It is not known when we can expect a PAL release, however, it is assured.

Another voice recognition game is *Mariko*, shown at the Tokyo Game Show. The bizarre game requires players to act out scenes by speaking lines as the drama unfolds with various ham actors on-screen. There are also songs to sing, karaoke-style. After rounds are completed, the hilarious results are played back. *Mariko* won't be released outside of Japan, but is another interesting example of what the technology offers.



 RUMOURS

THE BUZZ



Rumours we can't substantiate, juicy tidbits of PS2 gossip and any whispers of secret projects will sneak their way into this column.

» Keep your eyes peeled for a quirky game from Eidos called *100% Star*. Eidos, of course, is more famous for the *Tomb Raider* series, but *100% Star* is along the lines of the *Popstars* TV show. Made for the PSone, it allows you to manage a pop singer as you reach for superstardom. Should be interesting, if not anything else.

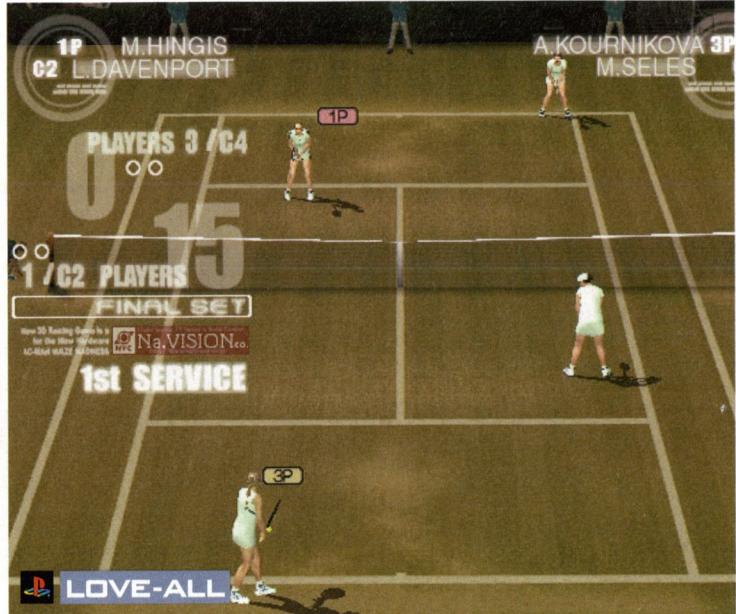
» On a similar note, *Polaroid Pete* is a paparazzi sim for the PS2 where you have to run around taking photos for a tabloid newspaper. *PSM* will have more details as they come to hand.

» Which games company recently found themselves in hot water with their marketing campaign? Word has it that a certain local government wasn't too pleased with the "environmentally un-friendly" footpath graffiti that they paid for.

» The videogames arm of the famous Virgin empire is reportedly struggling for finances. *Buzz* suggests making a few more decent games to get things back on track. That'd surely help...

» The Buzz is hearing whispers that highly-touted game *The Getaway* has been canned, which would be disappointing. *PSM* is endeavouring to find out more. Watch this space.

» Details on *The Matrix 2* game have been revealed to *PSM*. Its plot will intersperse with the movie's! More revealed soon.



SMASHING SEQUEL!

A

ussie champ Pat Rafter stars alongside the lovely Anna Kournikova in Namco's *Smash Court Tennis Pro Tournament*, a PS2 sequel to the PSone classic. Other players include Andre Agassi, Pete Sampras, Martina Hingis and Monica Seles.

The cute cartoon-style of *Smash Court Tennis* on PSone has been replaced by *Virtua Tennis*-style realism. The characters look very natural and the animation is smooth. Gameplay remains arcade-style, however, enabling anyone to pick up a joypad and play.

Art Director Ideki Anaami said the characters are made up of around 10,000 polygons and the real stars were motion-captured for the game. "Not just strokes, smashes and diving volleys, we also depicted in a very realistic way when players wipe off sweat" he said, comically. "There is also a facial

animation technique so that each player can show very detailed facial expressions, such as smiles and anger." Players certainly dive around the court realistically, and Agassi even does his trademark bow to the crowd after victory.

Director Atsuhiko Hayakawa said the change to realistic visuals was due to consumer demand. He said game modes include Arcade, Tournament and Exhibition, and up to four can play. There are also hidden characters and plenty of bonuses to unlock. Another strength of the game is that the computer players are very clever, Hayakawa-san said. "They never stand in your way and they have very good strategies".

Although a little slow at present, the slick presentation and fun arcade-style action should serve up another ace smash for Namco. The game is about 60 per cent complete and is due for release mid 2002.

 STAR WARS

WOOKIEE OF THE YEAR

Details of *Star Wars: Starfighter*'s sequel have recently been unveiled to *PSM*. Titled *Star Wars: Jedi Starfighter*, it's based around the upcoming *Star Wars* movie *Episode II: Attack Of The Clones* and will feature the movie's new Starfighter craft.

Set within rendered environments across 15 one and two-player cooperative story-based missions, the game boasts three other controllable craft — the Havoc, Zoomer and Freefall — that can undertake land or space missions.

The two characters playable in the single player missions are Adi Gallia, a skilful Jedi Master, and an alien pilot named Nym, who is a former pirate turned rebel leader. Two-player cooperative mode will also introduce a cast of supporting characters and ships. Reti (a Toydarian) and Jinkins (Nym's right-hand man) are set to make their debuts.

As the screenshots testify, it's looking better than diced Jar-Jar for dinner.


 TWO TONE

Separated At Birth

Long lost siblings just waiting to be reunited.



1. Aki Ross

2. Lara Flynn Boyle

Look at the rich complexion and excellent facial structure of Ms Flynn-Boyle (right) and compare it to the rather anorexic aspect of Aki Ross from the *Final Fantasy* movie (left) and note the slight resemblance. The main difference between the pair (Jack Nicholson jokes aside) is that Aki eats a lot more than Lara does.

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INCOMING

Legends Of Wrestling

Publisher: Acclaim

Developer: Acclaim

Release date: December

Exactly as the name suggests, *Legends Of Wrestling* will feature yesteryear's more esteemed muscle men. Hulk Hogan is the main man but also expect Bret Hart, Jerry Lawler and Jimmy Snuka. Ardent wrestling fans will particularly enjoy this one.



Driven

Publisher: Bam!

Developer: Bam!

Release date: December

Based on the Stallone movie, *Driven* is a racing game based on the popular C.A.R.T. series in the US. *PSM* hears that if nothing else, the game looks great and moves very quickly. At 60fps and cars rendered with 5000 polygons each, it's hard to argue.



Medal Of Honor: Frontline

Publisher: EA

Developer: EA

Release date: February

MOH: Frontline will be an epic first-person shooter. While it lacks an in-depth multi-player mode, *Frontline*'s single player is said to be very deep. Your objective is to infiltrate the German front line in WWII.



Delta Force (PSone)

Publisher: NovaLogic

Developer: Rebellion

Release date: May 2002

Although this PSone game has been in the works for quite some time now, *Delta Force* originally made its mark on the PC. It's likely the game will feature urban warfare, with most of the shooting taking place in a modern western setting.



SCREEN QUEEN

LITTLE WONDER

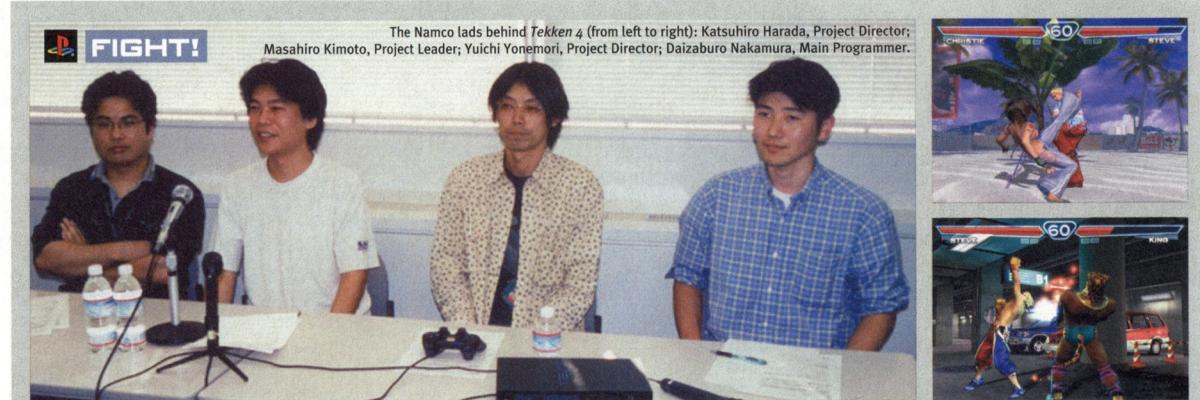
ay! Finally *PSM* has been able to play with an official PSone screen and we can thankfully proclaim that the wait has been worth it. It's a significant advance on any of the third party displays that have been released for Sony's pocket dynamo.

The screen is very sharp, with bright colours and not a hint of flickering. It can be viewed from any angle so that you'll be able to play two-player games without any fuss. Brightness and volume controls are located on the front of the display.

The unit's little speakers are good quality, offering in-your-face stereo sound. But for even better results there are a couple of headphone jacks.

As you would expect, the Sony screen looks like it is part of the PSone rather than being a bolted on accessory. Two screws keep it very secure.

Sony says it hopes to release the screen in Australia and NZ before Christmas with the price expected to be under AUD\$200.



TEKKEN 4 REVEALED AT NAMCO

PSM hopes you're ready to rumble as the two dominant players in the 3D beat 'em up genre prepare to face off for the first time.

Virtua Fighter may be about to enter the PS2 ring, but the king of the iron fist is ready. Visiting Namco in Japan, *PSM* was treated to seeing *Tekken 4* running on PlayStation2 hardware for the first time — not only every bit as dazzling as the arcade original, but also with many new features.

Project Leader Masahiro Kimoto, who has worked on all previous *Tekken* games, said Namco had added several new game modes to the arcade version, including Survival, Vs Battle, Practice and Training. There will also be fun modes à la *Tekken Bowl* and *Volleyball*, but he can't disclose them yet.

One of the biggest changes is the inclusion of limited arenas. The game offers typical *Tekken* infinite arenas but also very narrow spaces, changing the gameplay considerably and offering two different styles of play. Using a walled area, you can knock an opponent against the wall and attack them while they are feinting. Characters can also use walls for new attacks, like running up a wall to get height before unleashing a spinning attack. Meanwhile, new counter moves mean that even a fighter backed into a corner can quickly recover. Kimoto-san said the game is much deeper than previous versions as a result of the new moves.

Locations include a lab, underground parking area, tropical forest, city skyscraper, beach, jungle, a statue-filled temple and an arena. The game includes deformable terrain, and players can break items, like punching through columns or smashing opponents against statues or trees. Ringside spectators can also get hammered during a fight.

There are three new characters in *Tekken 4*: Steve Fox is a big, bruising boxer whose kick buttons are used to duck and weave and change his position; Craig Marduk is a mammoth Vale Tudo fighter (a Brazilian kick boxing/wrestling hybrid) whose strength is powerful submission moves; and Christie Monteiro is a Capoeira exponent like her grandfather Eddy Gordo.

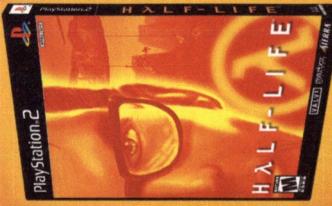
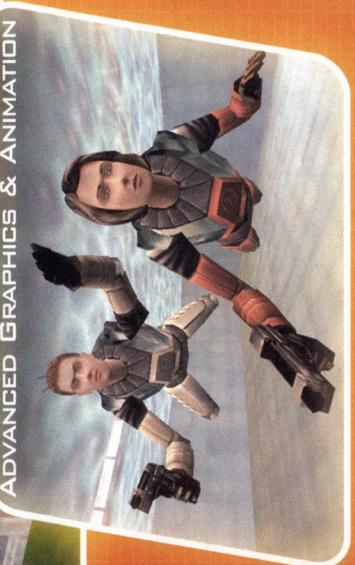
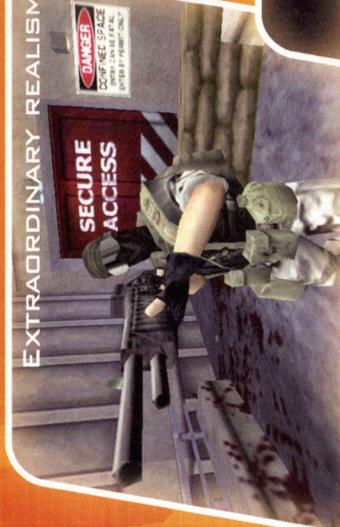
All the fighters have been in the gym and look much more impressive compared to *Tag*. "We have always wanted to display realistic characters but for *Tag Tournament* it was difficult technically [with the four characters on screen]", commented Kimoto-san, "but [since] we got used to developing on PS2, we have been able to work on developing the characters into [more] realistic ones." Namco will use 5000 polygons per character to show exact detail, and promises a full-screen, full-speed PAL version in 2002. Expect the game sometime in Autumn and a close battle with *Virtua Fighter 4*.



RUN. THINK. SHOOT. LIVE.

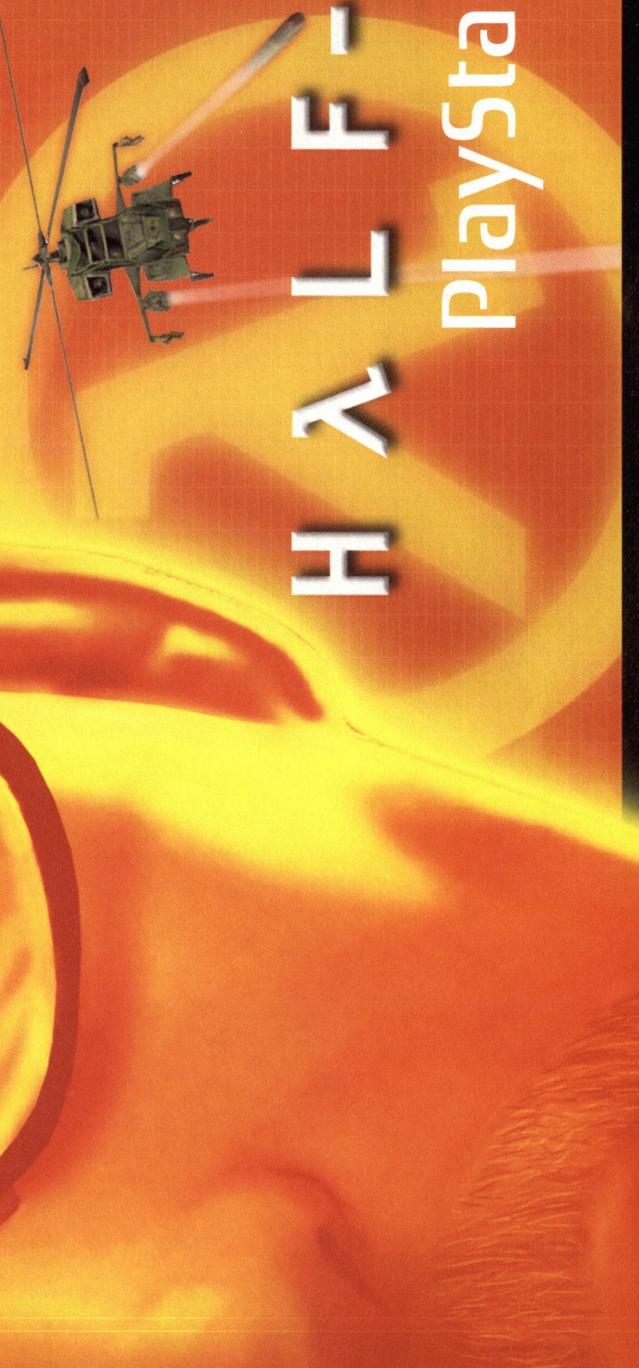
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EXTRAORDINARY REALISM



HALF-LIFE

PlayStation[®] 2



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VALVE



SIERRA
gearbox software



THE JIM BEAM DEBATE

RETURN FIRE

Two industry veterans meet at a bar for a few drinks and a heated discussion. At stake are their reputations – and a bottle of Jim Beam.

Rob Pegley

Publisher

Developers have a moral responsibility to the public.

Rob Pegley: Obviously the events of September 11 and the ensuing conflict have brought home an awareness and sensitivity to mainstream depictions of violence (including those in videogames) that I personally think has been well overdue for some time. We have all expressed in the past everything from concern, through to discomfort and on to outright repugnance at the level of violence in the media and in certain games and we all have speculated on whether we are desensitising ourselves and our children with gratuitous images of death and carnage. The media have even dubbed a new term for such graphic images, "disaster porn".

As a parent I'm often amazed at the level of violence in games. Surely it's not necessary to have such gratuitous and realistic violence in videogames? We're teaching our children that violence and killing is fun. What happened to the cartoon killing of *Space Invaders* and *Pac-Man*? Not only do I think it's unnecessary, but I also think it's lazy. Replacing genuine fun and originality with predictably violent shock tactics is sad and lacking in the kind of innovation that has characterised game development throughout the years; if anything, by trafficking in such over-the-top themes there is a real risk that playing videogames could become a marginalised activity for all but the most hardcore videogame player.

Justin Kranz: As the march of progress moves ever onward it is true that much of the ingenuity displayed by developers of yesteryear seems lacking

in the current galaxy of gaming stars. A lot of that originality has been replaced by a focus on superficialities such as visual realism and authentic depictions of game environments. That said, what comprises an 'acceptable level of violence' in gaming is a very subjective one.

What may be perfectly reasonable gaming material to me might be highly offensive to you. To ask gaming companies (hardly the most impartial of parties, it has to be said) to make such decisions just further entangles us in the censorship Gordian knot. Surely such decisions need to ultimately be left to individuals and their families to decide upon?

Games developers who grossly err on the side of gore at the expense of gaming substance inevitably suffer; not only do consumers rarely patronise such games in large numbers, there's simply too much quality competition in the marketplace for publishers to support a title lacking in merit.

Justin Kranz

Games Writer

Individual consumers should decide what is acceptable content.

RP: But why is there a need to have any violence in games at all? Games are by their very definition just 'amusing pastimes'. Why then is there a need to bring realistic violence in any form into them? Granted the average age of gamers has gone up over the years, but does that mean these people want or need more adult content? Realism is great in sports titles and driving games, but why have realistic killing at all?

And I have to add that when people use the excuse that "such decisions should be left to families or parents etc" it is generally used by people without children, who can throw away this phrase with such gay abandonment. Even the most careful of parents cannot control what their child does 24 hours a day, and somewhere down the line they may experience these violent games — perhaps at a friend's house whose parents are less vigilant. Why not just ban excessive violence in videogames altogether?

JK: For better or worse, human nature does have a competitive and gladiatorial side. Playing such games engages for many their primal side. Much like sport, in reasonable doses, such games are a relatively harmless outlet for people's combative urges.

Violent games remain a niche development area in the gaming big picture. Unless there was a market willing to buy such games, that niche wouldn't exist. A lot of the sensationalist value is removed by intelligently rating such games and opening informed discussions about them, which in turn largely reduces the illicit attraction to minors. It's not a utopian solution, but surely it is infinitely better than trusting the judgement of a games developer for whom decisions on the game's content are as much a financial decision as it is an ethical one.

If you take the line that freedom of expression includes gaming, then it's ludicrous to remove depictions of violence from software. By all means legislate as to what age group can access such material, but you get into very tricky territory when you start arbitrarily banning things that cause offence to some of the population.

Who wants a world where books, movies and games are burnt to comply with talkback radio listeners' tastes? Just say no!



Many thanks to Jim Beam for sponsoring PSM's debaters.

Photography: Paul Suisse



BIG IN JAPAN

The latest PlayStation2 news and rumours from the land of the Rising Sun.



ORIENT EXCESS

The recent Tokyo Game Show revealed the videogames market is bouncing back and that PlayStation2 is the dominant force. Over 130,000 eager Japanese gamers, plus a handful of Western journalists, packed the Makuhari Messe for the three-day event.

The show 50 per cent bigger than the TGS held earlier in the year and over half of the 339 games on display were for PS2 and PSone.

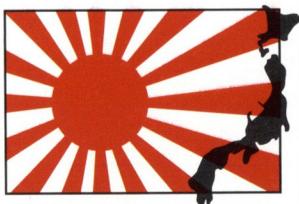
Capcom had one of the biggest stands, and samurai sequel *Onimusha 2* looked exceptional, with a new hero and weapons like a long spear. *Maximo* also continues to impress with its stylish update of classic *Ghosts 'N' Goblins* gameplay. Meanwhile Square showed very brief snippets of the online *Final Fantasy XI*, with many characters packing the screen at once.

Konami showed titles including *Age Of Empires II*, *Crash 4*, *Suikoden III*, *Police 24/7*, *Silent Hill 2*, and the next instalment in the fabulous *Pro Evolution Soccer* series. But again, the highlight was a new *Metal Gear Solid 2* trailer, showing new characters and environments, including an oil rig. The new enemies include the fearsome Vamp who can walk on water and Big Boss who carries two swords.

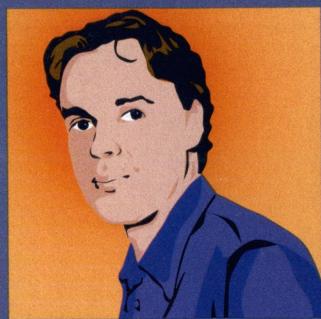
The Sony stand featured the Japlish slogan "You Need New Game" and was dominated by oddball voice recognition title *Mariko and Toro The Cat*. Other games included *Jak and Daxter*, *F1 2001* and *Ico*. *Wild Arms 3* also looked promising, with cel-shaded characters and cinematic combat encounters. PSone was not forgotten, with the official LCD screen on display.

Elsewhere, promising games included Tecmo's creepy survival horror game *Zero*, Namco's dazzling manga RPG *Xenosaga*, *Bomberman Kart* from Hudson, From's explosive *Armored Core 3*, which has a four-player link mode, and an online *Gundam* mech-game from Bandai.

Despite all the highlights, Sega was clearly the star of the show. *Virtua Fighter 4*, *Rez* and *Space Channel 5* were popular, and Sega also announced *Aerodancing* and the acclaimed RPG *Skies Of Arcadia* for PS2.



KING OF THE HILL



Veteran games journalist Jason Hill shares his thoughts on the state of the games industry and the impact Japanese gaming tastes have locally.

This month I was lucky enough to spend a week in Japan for the Tokyo Game Show and interviews with Sony, Square, Namco and Sega. After I'd purged all memories of some truly frightening food and the world's craziest TV commercials, one thing stuck in my mind on the long plane trip home — thank God for Japan.

Japanese people have a famous insatiable appetite for anything new, and ultimately we are the beneficiaries. Japanese videogame developers innovate and take risks, knowing that the Japanese public hunger for anything new. Whether it's afro-wearing toy dogs or crazy music rhythm games, if it's new, the average Japanese punter will happily pay plenty of Yen for it. I fear if there weren't Japanese developers around to push the industry forward, we'd all drown in a sea of *FIFA* updates and shoot 'em ups.



How many Western developers would take a punt on the likes of *Space Channel 5*, *Rez*, *Dekavoice*, *Kingdom Hearts*, *PaRappa* or even *Ico*? I'm not saying that there aren't brilliant and creative minds in the West, but sadly the bean-counters too often dictate what makes a viable and profitable project, which means countless sequels and too little innovation.

Sure, we can all laugh at the likes of horse racing simulations, cooking games and the likes of *Super Robot Turbo No-Chance-Ever-Of-A-Pal-Release 7* that fill Japanese game store shelves and wouldn't sell three copies here. But without the Japanese, videogaming would be an awful lot duller. Now it's up to you to support the risk takers by buying innovative games and encouraging creativity.





DETAILS



Name: Ken Kutaragi

Job: President and Chief Executive Officer, Sony Computer Entertainment Japan

Kutaragi-san, aka the "father of PlayStation", joined Sony in 1975, and worked on the research and development of digital signal processing. In the early '90s he headed a five-man team to develop a CD-ROM peripheral for the Super Nintendo. This project led to the release of the PlayStation in 1994. Sony has shipped over 90 million PlayStations and launched the PlayStation 2 in 2000.

Words: Jason Hill Photo: Neil Holbrook

THE BOSS

The President and Chief Executive Officer of Sony Computer Entertainment in Japan, KEN KUTARAGI, talks about the future of PlayStation2.

Official PlayStation Magazine: What's the PS2 online strategy and the steps that PS2 will reach in the next few years?

Ken Kutaragi: High speed Internet penetration is exceeding our expectations. At the same time, hard disk drives are doubling in capacity every year. PlayStation2 is designed to allow flexibility in upgrading the broadband connection device.

We believe that continuous Internet access is not an option, but a standard function of PlayStation2. In the near future, we would like to announce a full scale business plan of PlayStation2's network connectivity.

PSM: When will we be playing online games on PS2?

KK: In Japan we embarked on a field test to structure the network communication environment through PlayStation2. This test is being conducted by Sony Computer Entertainment and other game developers.

We are also working on the development of broadband network terminals at arcades

with Namco and Sega. These efforts will be the basis of the future network connection at home. The introduction schedule will depend on each territory in accordance with the expansion of broadband network in each region.

PSM: What do you think of Xbox and GameCube?

KK: I believe that they are cultivating the market from their own field of expertise. With GameCube, Nintendo started out by targeting the younger market like N64. As for Xbox, Microsoft made a PC-like approach.

PSM: Does PS2 still have strong support from developers?

KK: Some programmers and creators were taking time to release their first PlayStation2 titles. However, with their two years experience since its launch, most programmers and creators are now able to release many attractive titles continuously. Also, Sony Computer Entertainment is continuously supporting game developers with new and useful tools and libraries for content development.

PSM: What do you believe is the next major advance in gaming?

KK: Communication is key. Even my kids want to connect to another person to play on the arcade machine. That is the future. Communication is the ultimate heart of entertainment. Right now 3D graphics are the basis of game contents on CD or DVD-ROM. But it's still a standalone type of entertainment. People want to talk, want to interact. It's almost approaching.

PSM: Does Sony have any plans to enter the portable market?

KK: The Game Boy Advance is a very, very nice product but the display quality is not good enough [and] the battery life not long enough. But the content is very nice. Within several years, two or three years after now, it will be nice timing to introduce [this type] of product from many companies. But I can't say for us. The new PSone screen is very bright and fast. It is very efficient to express 60 frames per second. This is progress. In the future new technology will introduce the ideal platform into the market.





10 BEST EVER

FAT BASTARDS

Who ever said videogames were the domain of the perfect digital human specimen? This lot have big problems, but still flaunt their stuff!



1. E. Honda
Street Fighter EX3 (PS2)
This big unit has starred in videogames for years now, but he's never forgotten a meal!



2. Barney
Simpson's Road Rage (PS2)
Judging by this picture, our favourite barfly needs a workout at the gym *and* the beauty salon.



3. Obelix
Asterix (PSOne)
The original Michelin man, he had a spare tyre before tyres were even invented! A pioneer.



4. Mankind
WWF SmackDown (PS2)
Most wrestlers are big piles of muscle but he doesn't care! He uses the power of flab to prevail.



5. Wario
Mario Kart (N64)
A true bastard. He's a chubby bloke with a mean streak, and makes life hell for cool plumbers.



6. Cartman
South Park Rally (PSOne)
There's not really that much to Cartman. A fat head and body, with stubby arms and legs.



7. Gus
Crazy Taxi (PS2)
Gus is the one guy in this list trying all means to get into shape. But he's still a bastard.



8. Butterbean
Knockout Kings 2001 (PS2)
Butterbean is a big hitter with an even bigger appetite. He'd eat your car if you let him.



9. Joey T
Ready 2 Rumble Boxing (PS2)
When Joey T gets knocked out, he's like a beached whale. Except whales are cute and nice.



10. Hamm
Bust A Groove (PSOne)
Hamm doesn't let the toned world of dance stop him. He still boogies with the best of 'em.



VAMPIRE NIGHT



BLOOD COUNT

When two gaming legends collide, expect spectacular results! *Vampire Night* is the end result of a collaboration between Namco (*Time Crisis*) and Wow Entertainment (*House Of The Dead*).

Using the new PS2 lightgun, *Vampire Night* is a shoot 'em up that appears to have borrowed more from the *House Of The Dead* school of trigger bashing than the candy-coated ways of *Point Blank*.

PSM spies have noted the particular attention to cut scenes, giving the game a cinematic quality. The graphics exhibit sharp detail as well — which will add to the overall horror of the experience.

Vampire Night will be packed with ghoulish beasts ready to be made into bullet-riddled afterthoughts. With plenty of competition in the lightgun shoot 'em up genre, *Vampire Night* really is looking like a prime contender for top spot. Get those forearms pumping!



CUTTING EDGE

NAMCO BARES ITS SOUL ON PS2

Weapons-based beat 'em up *Soul Calibur II* will be released on PlayStation2 in 2002. Namco made the announcement when PSM visited its Yokohama studios recently.

Soul Calibur was one of the best games on Sega's Dreamcast and was the follow-up to the PSOne's *Soul Blade*, released back in 1996. Producer Hiroaki Yotoriyama-san said the game would

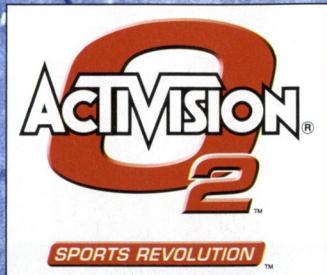
feature new characters, including Talim, a girl who holds a blade in each hand. *Soul Calibur II* will be fully 3D and fighters will also be able to attack while running.

Yotoriyama-san showed a short video of the game, and the lighting and weather effects looked amazing. He said the PS2 game would be released "...sometime next year, as soon as possible. I will work hard!"



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HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 5537, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address, date of birth and phone number. Entries close December 24, 2001 and winners will be published in the February 2002 issue of *PSM*, on sale January 23, 2002. Good luck!

CONDITIONS OF ENTRY

1. Entry is open to all residents of Australia except employees and their immediate families of the Promoter and its agencies associated with this promotion.
2. Entries close last mail received 24/12/01. Only one entry per person permitted. This is a game of skill and chance plays no part in determining the winner. Each entry will be individually judged based on literary and creative merit. Judges' decision is final and no correspondence will be entered into.

3. The best entry, as determined by the judges, will win a prize pack containing a Signature Kelly Slater Surfboard (\$730.00), Rome Technology MP3 player (\$500.00), O2 Sports Jacket (\$100.00), and an O2 brand kit (\$95.00). First prize is valued at \$1425. The next 20 best entries will win a prize pack containing an O2 brand kit (\$95.00) and Quiksilver Air Show t-shirt (\$44.95). The 20 runners up prize packs are valued at \$139.95 each. The total prize pool is valued at \$4,224.00. Prizes are not transferable or exchangeable and cannot

- be taken as cash. No responsibility is accepted for any variation in the value of the prize/s.
4. No responsibility accepted for late, lost or misdirected mail.
5. Winners will be notified by mail. All entries become the property of the Promoter. The Promoter may use the entrants' names, addresses and literary pieces for any commercial purpose.
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THINK YOU CAN RIDE ME LIKE ME?

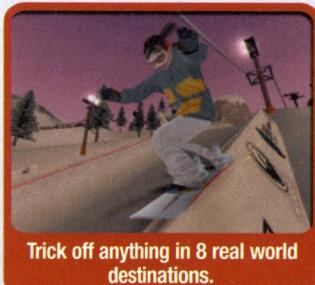
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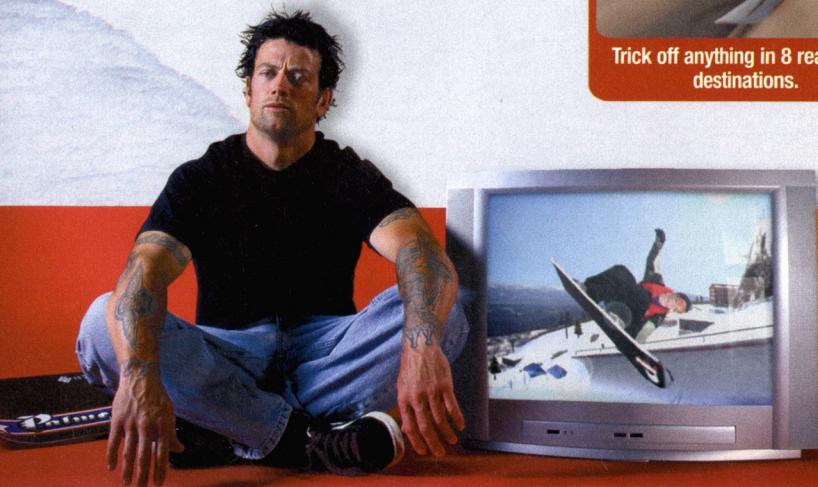
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Force your opponent off the screen in the all new PUSH mode.



Real boards, real riders, real mountains, real attitude.



Session with me and some of the best pro riders including Tara Dakides, Shaun White, Ross Powers, and others as you drop into 8 levels based on real world-class locales. With an insane trick style game-play, this video game is the ultimate snowboarding challenge. Still think you can ride like me? Well step up or step off.

Features songs by Static-X, Papa Roach and Alien Ant Farm.



PlayStation®2



GAME BOY ADVANCE

Activision
02
SPORTS REVOLUTION

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Sega, the king of arcade 3D, didn't enjoy success with the Dreamcast, but its decision to abandon the console and focus on developing titles for the likes of Sony seems to be yielding great results.



There's no denying the variety present in Sega's range, with everything from stealth action titles through to dolphin simulations making up its catalogue of games.

SEGA

BEHIND ENEMY LINES

Words: Jason Hill

IT WOULD HAVE BEEN UNTHINKABLE EVEN A YEAR AGO: SEGA OPENING THE DOORS OF ITS FAMOUS AM2 DIVISION TO A BUNCH OF PLAYSTATION JOURNALISTS AND SONY EXECUTIVES. NOT ANY MORE. SEGA IS NOW ONE OF SONY'S MOST IMPORTANT ALLIES, AND IS SET TO PLAY A CRUCIAL PART IN THE UPCOMING CONSOLE WARS AS IT DID WHEN IT WAS ONE OF THE COMBATANTS.

FACTS

Virtua Fighter 4

Genre: Beat 'em up

On sale: Mid 2002

Rez

Genre: Shoot 'em up

On sale: January

Space Channel 5

Genre: Music action

adventure

On sale: Late 2002



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Sega's support to attract Sega's legions of fans and admirers.

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Masanao Maeda, Senior Officer responsible for Consumer Business, summed up the mood. "Last year we went through a very difficult time... The decision that we made was quite painful. But at the Tokyo Game Show we had great feedback from the trade people, journalists and especially the consumers, which makes us doubly sure that we are heading in the right direction."

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Virtua Fighter's strength is its amazing depth. Yu Suzuki says the game has over 2000 moves, "maybe even 3000". Its defensive moves make fights a constant game of cat and mouse, and the more you play the game, the better you become.

Although the PS2 version of *Virtua Fighter 4* was not shown at the recent Tokyo Game Show, Yu Suzuki was happy to demonstrate near-finished code at the AM2 headquarters.

"In the end I can assure you that it is going to be a perfect conversion from the arcade game." Watching it in action, it was difficult to disagree. The game will be released mid-year in Australia with an arcade-like "Virtua Stick" controller in tow.

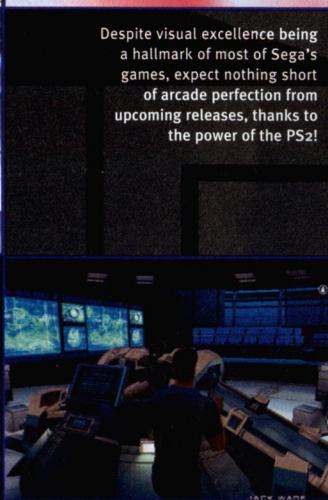
All the elements from the arcade game will be included, plus features unique to PS2, including a Versus mode, Survival mode for challenging a series of opponents with no power bar recovery between bouts, and a Character Edit mode for changing the appearance of your fighter. There are more than 400 items you can unlock, including sunglasses, jewellery, costumes and headgear.

Even better is Training mode, which goes beyond merely trying out new moves. "You can train yourself by learning which skill you should be using at a particular time during the course of >>





Despite visual excellence being a hallmark of most of Sega's games, expect nothing short of arcade perfection from upcoming releases, thanks to the power of the PS2!



"LEI FEI IS A SHAOLIN MONK, WHILE VANESSA LEWIS IS A FIGHTER OF 'INDETERMINATE STYLE'..."

said Suzuki-san. "You'll be watching the screen with your friend saying 'Go, Go, Go!' or 'Kick!' or 'Punch!' It will almost be like a father watching his son or daughter."

It's going to be a close contest between *Tekken 4* and *Virtua Fighter 4* in the visuals division. *VF4*'s environments are huge and detailed. Our favourite is the snow-covered level, which has soft flakes gently falling from the sky and the characters able to make impressions in the snow-covered ground as they fight. Other stunning locations include a beach, underwater aquarium packed with fish, Greek ruins, a gorgeous autumn garden and an underground cave.

Nearly all of the popular *Virtua Fighter* characters are returning, as well as two new fighters. Lei Fei is a Shaolin monk, while Vanessa Lewis is a fighter of "indeterminate style". Other changes that were in the arcade version include the dumping of the evade button from *VF3* — the controls are back to being very simple. The directional buttons control

COMING SOON FROM SEGA

HEADHUNTER: A third-person stealth action-adventure set to come up against *Metal Gear Solid 2*.

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE: Dreamcast's spellbinding underwater adventure is getting a PS2 makeover with improved visuals and pacing.

F-355 CHALLENGE: AM2's taxing Ferrari racer is speeding from the arcades to PS2.

ZOMBIE REVENGE: A fun but ultimately short-lived arcade brawler that pits gun-toting agents against the might of the living dead.



movement, while three buttons control kick, punch and block. Ring outs are still included in the game, and a strong attack will hammer an opponent through a wall or rope barrier.

There is little doubt this will be one of the finest beat 'em ups released on a home console, and it is exclusive to PlayStation2. *Tekken 4* is going to need to be in fine shape for this battle. Let the brawl begin!

REZ

Due in January, *Rez* will be the first original Sega title to hit PS2. To describe it as original is an understatement, it's truly a unique sight and sound experience. Tetsuya Mizuguchi calls *Rez* a "shapes-colours-movements-shooting-game".

"You see enemies flying around and as you shoot them it combines the sound as well as the laser light and gives a vibration through the Dual Shock controller," Mizuguchi continued. "As you become more successful in shooting the enemies, you create a musical phrase, and musical phrases get accumulated and are amassed into a musical piece, and you are able to enjoy the music and rhythm. So although it is a shooting game, one can perhaps also call it a pleasure generating machine, or endorphin generating machine."

"As you play along, the attacking sounds, all the other sounds, they intertwine with each other and create a musical phrase," Mizuguchi-san stated. "So you don't have to be rhythmical in order to play this game, you don't have to have any specific timing. Having said that, a good player will be able to enjoy a pretty good piece of music. Once you play it, I think the sense you get, the feeling of playing this game will be very different. The feeling is somewhere between a DJ in front of a turntable or a musician playing a musical instrument."

Rez takes place within a virus-riddled computer. You must proceed through five levels, with firewalls as end-of-level bosses. You can use a lock-on targeting system reminiscent of *Panzer Dragoon* to destroy enemies one at a time or as a group. Extra levels and bonuses are promised as rewards for skilful play. There's even a Travelling mode, allowing players to chill and enjoy the game without fear of a 'Game Over' screen. Each area's techno music has been composed by different artists, including Japanese and European musicians.

SEGA®

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PlayStation 2

THE THIRD PLACE

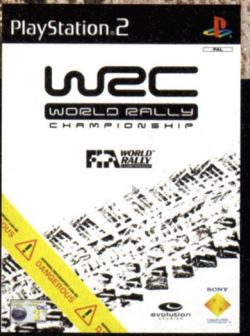


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“...one of the game’s biggest innovations is including voice actors for the first time”



FANTASTIC VOYAGE

Words: Jason Hill

The *Final Fantasy* series brought role-playing out of the dungeons and into the mainstream. Over 35 million games in the series have been sold around the world. Now *Final Fantasy X* is poised to revolutionise the PS2 market just like *FFVII* did for PSone. *PSM* played the game and visited Square's offices where the magic is created.

FACTS

Genre:	RPG
On sale:	Mid 2002
Players:	One
Made by:	Square
Made in:	Japan
Distributor:	Sony



traordinary. *Final Fantasy X* is a visual feast. From the moment you meet a band of intrepid adventurers relaxing around a campfire in the game's opening, you will be spellbound. This is simply the most beautiful videogame ever made.

You are thrust into an alien yet somehow familiar world, populated by characters you quickly build an affinity and sympathy with. Unlike recent instalments that have built slowly, the game starts off with an almighty bang. *Final Fantasy X* is much more than just another RPG instalment with fancier visuals. Square has made significant enhancements to the battle system, navigation and character development, and after playing through the Japanese version, it just might be the best *Final Fantasy* yet.

The game has already sold over two million copies in Japan. The huge task

of translating text and voices is currently underway for Western gamers and a mid 2002 release here is likely. Square's President and CEO, Hisashi Suzuki, said he was very pleased with feedback from Japanese players and was looking forward to releasing the game worldwide. "I see the comments from players on bulletin boards saying they were moved and impressed and they shed tears. I am very glad to read those comments. I want the many people [around the world] to have the same feeling."

Suzuki-san said the three-year development process had been very difficult, but the results speak for themselves. He said one of the game's biggest innovations is including voice actors for the first time. "We were also able to gain cooperation from the *Final Fantasy* movie staff so that we were able to express realistic human movements. This made the characters very natural, and

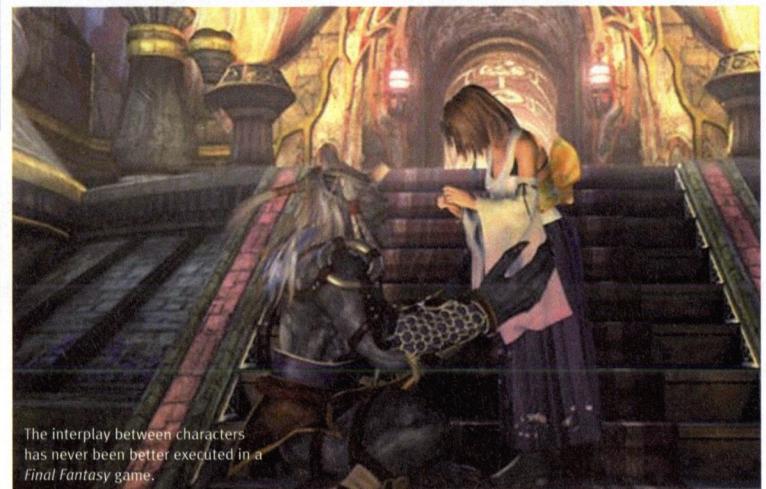
now we are able to directly communicate the pleasure and anger and sorrow of the characters on screen."

With the online project *Final Fantasy XI* already well into production, will there ever be a final *Fantasy*? "I would like to promise that we will make further efforts to bring this high quality role-playing game to a higher level," Suzuki-san answered. "This is what we can do to give light to this chaotic world."

The Story

Sin is a monstrous force, a scourge upon the land that causes massive destruction and chaos to the world. Sin first appeared 1000 years ago and wiped out the proud and highly developed civilisation of Spira, spectacularly presented in the opening sequence of the game. Now the entire world is under threat of obliteration.

The 'Last Summoning', the ability possessed by summoners, is the only ➤



The interplay between characters has never been better executed in a *Final Fantasy* game.

Battle system offers a far more cerebral edge to proceedings we well. In the corner of the screen you can see the order in which you and your enemies can strike. You can take as long as you like to devise a plan of obliterating your enemy and it allows for much more strategic play.

Aeon Summoning

Aeons (summoned beasts) are the equivalent of *FFIX*'s Eidolons and *VII*'s Guardian Forces, and they play a much more dynamic role during combat. Only Yuna the summoner can conjure these powerful creatures. When summoned, they will replace one of your party members and bring their own unique attacks to the fight.

Overdrives

Similar to Limit Breaks, Overdrives enable characters to perform a special attack when a power bar is filled. Every character has unique Overdrive attacks and the power bar is filled by different factors based on emotions like pain, sorrow and

anger. All inflict massive damage on your opponents and are hugely satisfying.

Sphere Board

Experience Points have been replaced by Ability Points (AP). When you win a battle, all the members in your party are granted a certain number of AP and occasionally a Sphere. When you have enough AP, you can purchase a move on the Sphere Board. Moving your way around the game board determines your character's development.

The Spheres are divided into several categories. Attributes include Strength, Accuracy, Speed and Magic, but some let the player learn other party members' abilities, such as Black Magic spells for fighters, or Steal for a summoner. Once a character has learned his "core" abilities, the rest of the Sphere grid is left open to explore. It's important that you have a well-balanced party or you could find certain types of enemy have advantages over your troupe. It sounds like a complicated system, but it works well.

»

“...you [will] gasp at the incredible detail on display and the colourful environments”



Battles

The Active Time Battle gauge has disappeared and in its place characters' turns are determined by their recovery speed and the type of action chosen. The new Count Time

The Characters

Final Fantasy X's characters were designed by revered Square artist Tetsuya Nomura, who also designed *Kingdom Hearts* and *Final Fantasy VII*'s characters. Square's gift is to be able to create characters that you feel empathy with and remember long after you have finished the game.



Tidus

The hero of the game is a 17-year-old star Blitzball player and a cheerful, energetic type. When Sin attacks during a game of Blitzball, Tidus is transported to another realm.

Yuna

Daughter of High Summoner Braska, Yuna is strong minded, with similar powers to her father. She wishes to overcome Sin, and is prepared to sacrifice herself to do it.

Auron

An old friend of Tidus's father Jeckt. He is strong both physically and in character, wielding a massive sword. The most popular character to dress up as at the recent Tokyo Game Show.

Wakka

Captain of the Besaid Village Blitzball team, who befriends Tidus. Wakka is trustworthy and doesn't hide anything, and is handy in a fight, hurling his Blitzball at opponents.

Lulu

A sorceress who is one of Yuna's guardians and very mature for her young age. She uses darker forms of magic, controlling powerful dolls in battle.

Rikku

A 16-year-old cutie, but still agile in battle. She is travelling the world at her father's request, captaining a salvage ship and always looking for loot to pinch.

Rimahri Ronso

This lion-like beastman left his clan to become a guardian of Yuna. He is very devoted and intelligent — and he's also very handy to have around in the event of a scrap.



TIME FOR A NEW LEGEND



Battle in *Final Fantasy X* is more methodical, and despite being streamlined, doesn't lose any of its tactical flair.



“...when [you] switch between the real-time events and the CG movies it is more smooth”

» Magic Makers

Square had over 150 people working on *Final Fantasy X* for three years. Here are some of the key members of the team.

Yoshinori Kitase, Producer

“The *Final Fantasy* series is like DNA in a spiral. If we look at *Final Fantasy IV*, *V* and *VI* the common link between the three of them might have been the graphics created by Tetsuya Takahashi. Or if we look at *VII*, *VIII* and *X* it could be Tetsuya Nomura's characters and Nojima's scenarios that created the common theme in each title. However, if we take a look at *I* and *X* they are completely different. Each title has a similar taste to the title before or after it, but if all is considered, it is like a huge expanding spiral.”

Hiroshi Kuwabara, Movie Director

“When I look at [the PlayStation2 hardware] from the viewpoint of the movie, I am

very thankful that there has been such an improvement and progress of the console. We have been able to increase the images per second and the resolution has been much more enhanced. We have been able to achieve very beautiful images. I think when we switch between the real-time events and the CG movies it is much more smooth, which adds to the drama.”

Yusuke Naora, Art Director

“By using the new type of console we wanted to create a world that hadn't been seen before. *Final Fantasy IX* was based on a fantasy in the medieval European times and the version before that was a futuristic type of environment, so we were wondering what we could do next. We had more or less used up all our ideas. And then one day I happened to wander into a travel agent and I flicked through various pamphlets and I thought maybe this is the image that can be for the next version.”

Toshiro Tsuchida, Battle Director

“This is my first occasion to work on *Final Fantasy*. The general direction is that we [have] shifted to a new battle system where the monster cannot move until the data is input. This allows the players to think and adopt strategies as they play. When playing the game the player first understands the rules and then utilises the rules to beat the monster and that's when they feel joy.”

Nobuo Uematsu, Sounds Composer

“Basically I sit in front of a keyboard piano everyday from morning 'til night. I start composing after I see the scenario and character designs. [Unfortunately] other manufacturers do not pay much attention to music. That's why the position of game music is not so high in the industry. They should change their attitude. If other manufacturers continue to neglect game music, there will be no growth or development or evolution.”

Fantasy Becomes Reality

Making videogames sure sounds like a great pastime, but in reality it is a very long and arduous process. The team behind *Final Fantasy X* give an insight into developing their most in-depth role-playing game yet (see “Magic Makers” above).



Left to right: **Hiroshi Kuwabara**, Movie Director; **Tetsuya Nomura**, Character Designer/Director; **Yusuke Naora**, Art Director.



Left to right: **Motomu Toriyama**, Event Director; **Kazushige Nojima**, Scenario Designer; **Toshiro Tsuchida**, Battle Director; **Takayoshi Nakazato**, Map Director.





Forget all those washed-up heroes of the past, Jak and Daxter have arrived! Explore their vast, amazing universe on an epic adventure through forbidden jungles and fiery canyons as you endeavour to track down a wise old Sage. Only he can unlock Daxter's imprisonment from the body of a weaselly rodent, and save them from the menace of Dark Eco.

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PlayStation.2

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NAUGHTY DOG



6

preview

The *Zelda* killer *Ico*, *PaRappa The Rapper*'s crazy sequel, a *Rayman* party game and *Sega's Head Hunter* all feature in this month's previews section.



ICO

069

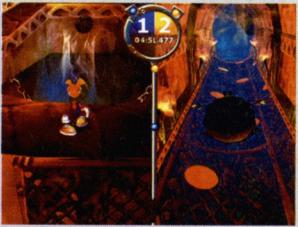
Give your trigger fingers a break and get ready to exercise your grey matter in this refreshingly original adventure game. Combat takes a back seat but the puzzles are the most ambitious yet.



PARAPPA THE RAPPER 2

070

Speaking of original games, *PaRappa* is back for some PS2-powered musical action. The style is just as offbeat as ever but this time the musical challenges are more complex.



RAYMAN M

071

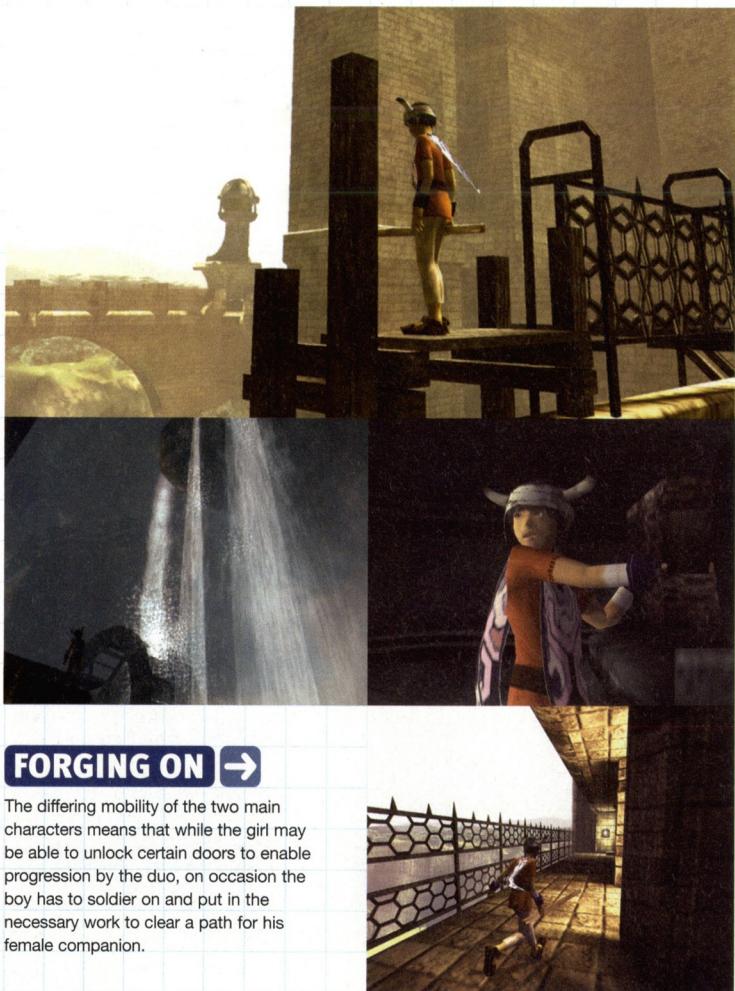
After creating one of the best PlayStation platformers yet Ubi Soft has changed direction and delivered a *Rayman* party game that places the emphasis purely on multiplayer action.



HEAD HUNTER

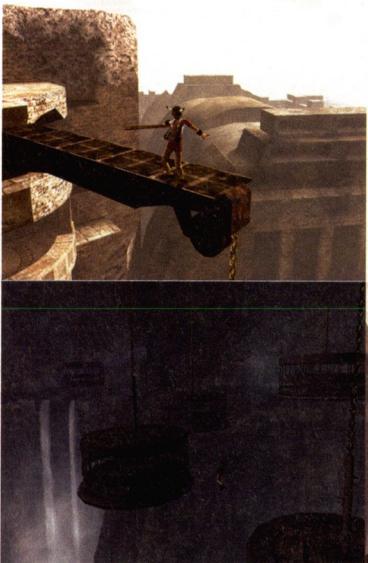
072

Sega trains its sights on *MGS2* with this potentially explosive espionage game. With this and *James Bond* coming soon to a PS2 near you, it's going to be a great Christmas for shooting fans.



FORGING ON →

The differing mobility of the two main characters means that while the girl may be able to unlock certain doors to enable progression by the duo, on occasion the boy has to soldier on and put in the necessary work to clear a path for his female companion.



BRAIN STRAIN ←

The puzzles are clever and emerge from the features in the environment, a contrast to games like *Resident Evil*, which seem to have "HEY, OVER HERE, THIS IS A PUZZLE" emblazoned on the screen whenever you have to use your noggin to nut things out.



OPINION

For: *Ico* features unique gameplay, wonderful atmosphere, gorgeous animation and breathtakingly detailed backdrops for the action.

Against: Many American reviewers have wished that the game was longer. A two-player cooperative mode would be great to see in a sequel.

What we'd change: Sometimes the camera doesn't behave and makes it difficult to manoeuvre. Hopefully this will be rectified in the full version.

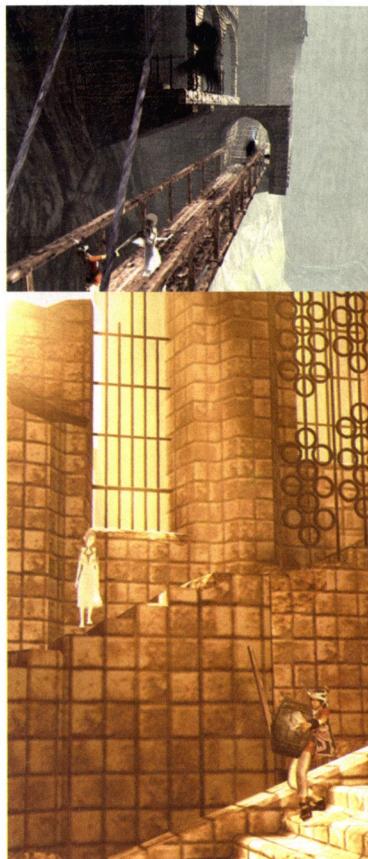


PlayStation®2

FACTS

With the development team coming from a non-games background, *Ico* is not like any other action adventure title. Its subject matter and puzzles display a flair sadly lacking in many titles.

Genre: Action adventure
On sale: Autumn 2002
Players: One
Made by: Sony
Made in: Japan
Distributor: Sony



WARM FUZZIES

The *Ico* development team felt that many PS2 titles have a tendency to have a hard, cold and stiff polygon look. For *Ico*, they created a softer touch using lighting effects such as sun rays, mist and fog. The low-res look gives the game a distinct, more film-like appearance.



EXTRA EXTRA

Unusually for a Japanese developed title, the game was first released in the US. The developer has since finished the Japanese version and is now working on the PAL release. We get a superior game to the Yanks, with tweaked puzzles, fine-tuned controls and added bonuses.



LIGHT switch

ICO

He's got horns growing out of his head, but he's no little devil.

Ico is a very special game. The word 'unique' gets thrown around too often in videogame reviews, but for *Ico* it is truly apt.

You control a boy brought to a castle for execution. Escaping before the denizens of the castle take his life, he soon discovers a girl is also in the castle. After freeing her, your mission is to get both out of the castle alive.

Ico is an action adventure with a strong puzzle focus, but it's not like any game you've played before. Most of the puzzles involve how to get the girl to safety across various obstacles. The language barrier between the pair means you need to guide the girl everywhere you go. You are able to grab the girl's hand and she will follow you wherever she is able to. The boy can walk, run, jump and climb, but the girl is not quite as agile. You often have to make a path or alternative route for her to follow, sometimes going ahead without her and returning later.

One of the game's strengths that you will notice first is that the animation of the characters is gorgeous. They are incredibly lifelike as they run around the castle, scramble across ledges, leap over chasms and climb walls. The artificial intelligence of the girl is also very smart, aiding realism. There is not a single icon or power gauge to subvert the immersion into this dazzling world. The feeling of being thrust into another dimension is exceptional.

A reasonably leisurely pace means players are often free to explore their surroundings at will and much of the game's charm and satisfaction comes from being able to take your time to solve the puzzles. Combat still plays a part — some locations feature menacing black spirits that try to grab the girl. You can fight them off, but if you lose the girl, you'll have to go back and try to find her.

There are some clever design elements that use the two characters. For example, players can't save their progress without being with the girl — both must sit at a special save couch. The girl can also open some doors that are locked — you need teamwork to escape.

A highly anticipated and innovative game, *Ico* has a mood that is so unlike most action adventure games it is incredibly refreshing and a delight to play. Tellingly, *Ico* was developed by a Japanese team with little or no previous experience making videogames, and their fresh approach is readily apparent.

Jason Hill

"There is not a single icon or power gauge to subvert the immersion of this world..."



JUST beat it

PARAPPA THE RAPPER 2

The PlayStation's famous singing pooch is back for more Japanese lunacy.

PlayStation's *PaRappa The Rapper* was savaged by some critics when released in 1997. Many were baffled by the off-the-wall story and unimpressed by the "Simon says" gameplay. But the impact the hip-hop hound made on videogaming cannot be over-emphasised. *PaRappa* led to a new genre of music titles and was one of the first games to widen the PlayStation's audience to females and younger players.

PaRappa 2 is unlikely to have the same impact as the original, but fans of the hip-hop hero will be delighted with the game, and its more beginner-friendly options should ensure a whole new legion of admirers.

The game offers eight tracks and a hilarious story about noodles taking over the world. After you have completed each stage in the single player mode, you can grab a friend and play versus or cooperative modes, or even play against the computer, which surprisingly isn't bad at improvisation.

The structure will be instantly familiar to anyone who has played the original *PaRappa* or the side project *Um Jammer Lammy*. Players must hit the right button as the *PaRappa* symbol scrolls across a bar graph. Fortunately, this time the line also shows exactly when you pressed the button, displaying the distance between your press and perfect timing so you can improve.

New features include a dynamic difficulty control system, which makes the rapping tasks easier or more difficult as you progress according to your skill, with 17 different levels of difficulty. The game also encourages improvisation, with bars at the bottom of the screen indicating how original, energetic and accurate the player is. It mightn't be the best way to race through the game, but having the freedom to play around and enjoy yourself is wonderful fun, especially with a crowd.

Creator Masaya Matsuura, who composes the songs, plays most of the instruments, writes the stories and produces the game, believes the game appeals to people of all ages. We're inclined to agree and wish there were more titles like this that can broaden the appeal of PS2. But like the original, the problem with *PaRappa 2* is a lack of depth. Your only reward for completing the game multiple times is *PaRappa*'s hat changing colour. But despite the questionable depth, "you gotta believe" that you must play this game.

Jason Hill

"The game **offers eight tracks and** a hilarious story about **noodles...**"

FACTS

Musical games are extremely successful in Japan. *PaRappa* made his PlayStation debut back in 1997 and followed it up (with a small appearance) in *Um Jammer Lammy* in 1999.

PlayStation®2

Genre: Musical party game
On sale: February
Players: Two
Made by: Sony
Made in: Japan
Distributor: Sony



BAD RAP →

Before each song, the hilarious story progresses with wonderful interludes about noodles taking over the world and *PaRappa*'s efforts to halt the invasion. The visuals are all rendered in real-time, there is no FMV. And before you have to rap, players are given the chance to practise.



PUPPY POWER ↓

PaRappa is a huge cultural icon in Japan. Merchandise ranges from *PaRappa* alarm clocks and toys to stationery and clothes. He also has his own television show, which runs on Saturdays. We wonder if there's an album in the works...





I GOTTA BELIEVE →

Believe it or not, the title track was a collaboration between hip-hop legends De La Soul and game creator Masaya Matsuura. The eight other songs in the game are Matsuura originals and encompass rap, hip-hop and soul genres. They're groovy and hilarious.



ABSENT FRIENDS ←

Characters from the original game include Chop Chop Master Onion, who hilariously teaches "Romantic Karate", and Mooseasha, who explores her family's obsession with instructing. Missing are the likes of Prince Fleaswallow, Cheep Cheep and most of the *Um Jammer Lammy* cast.



OPINION

For: The scenarios in *PaRappa 2* are hilarious! Plus it has funky music, stylish visuals, and it's superb fun with a crowd. Great party fare.

Against: Unfortunately it has limited long-term appeal and it's not a big advance on its predecessor. It's also a little too easy and lacks depth.

What we'd change: Masaya Matsuura has promised a thorough localisation for Western tastes, but we'd hate to see the Japanese charm tinkered with.

SEEK and destroy

RAYMAN M

Rayman wants to have his cake and eat it too. Look out for a fat bastard...



Rayman *M* will be remembered as the moment Ubi Soft's limbless flagship morphed into a very classy multiplayer racing/deathmatch hybrid. While maintaining the offbeat characters, fluid mobility and prolific visual elements of earlier outings, the gameplay is a leap into four-player mayhem. Forget a narrative or a cause, just look forward to the opposition munching your vapour trail.

Rayman M works thanks to a healthy range of courses and terrains across race or battle modes, infusing a kart formula with a platform dynamic. Tracks take you through lushly rendered environments with shifting stones, vine-covered walls and toxic sludge all part of the fun. Crisply realised characters storm along to a driving soundtrack as you race against three foes or the clock, whilst multi-tiered courses require plenty of scaling and sliding that surely beats dreary horizon chasing. Speed is paramount, but terrain-altering switches and sneaky alternative

paths will need to be mastered for the sweet taste of victory to be savoured, particularly against the cagey computer opponents.

The battle mode can be frustrating if you like to always know what dangers you are facing, as the perspective is often quite limited. Guaranteed to get you fired and seeking revenge, the manoeuvres from your competitors are impossibly swift and nasty.

Whether racing or battling, the multiplayer option is definitely the highlight from what we have seen in this attractive, addictive and action-packed preview. At the end of the day, games are all about destroying your friends and *Rayman M* is shaping up as the ideal means by which to achieve exactly that.



Benjamin Millar

PlayStation®2

FACTS
Genre: Party game
On sale: December
Players: Four
Made by: Ubi Soft
Made in: Italy
Distributor: Ubi Soft





GET ahead

HEADHUNTER

Can't wait for *Metal Gear Solid 2* to arrive next year? Maybe *Headhunter* will fill in the gap...

Here's an interesting title being co-produced by Sega and Swedish development team Amuze. It combines a cinematic narrative with action-packed gameplay where stealth also plays an important role. Sound a bit familiar? Well, yes, it's obviously trying very hard to be *Metal Gear Solid*, and if the controls can be improved from the preview version *PSM* played, it has some chance of success.

The plot is satisfyingly meaty and the game starts with live action 'news room' clips that set up the story nicely. *The X-Files* screenwriter Phillip Lawrence was called in to set up the story and he's done the job well. The game is set in the United States of the near future, where gang warfare and soaring crime have led to repression and censorship from a neo-fascist government.

Good health and accumulating wealth is the focus of society, and a huge demand has developed for body implants (both artificial and real) to replace worn out organs. A very lucrative black market is thriving in the trade of human organs. Leading the war against crime is the Anti Crime Network, an elite force of privatised cops. ACN 'Headhunters' track down criminals who face compulsory organ donation in order to prolong the lives of law-abiding citizens.

You play a muscle-bound ex-Headhunter, Jack Wade, who has lost his memory and must re-train to be a private Headhunter in a world where deceit and betrayal are all around him. You will be investigating the murder of the ACN chief and be aided by his (hot) daughter Angela in trying to find out who the real bad guys are.

First, though, you'll have to make your way through the Virtual Reality training system — LEILA — to earn your Headhunter licence. The main part of the game plays in third-person perspective and while Wade doesn't have too many moves, he's proficient at shooting and rolling and sticking close to walls. There are also a lot of motorbike riding sections, and while the graphics of the cityscapes are decent and the engine sounds great, the driving model in the preview version left a lot to be desired.

A soundtrack recorded by a 100-strong symphony orchestra at the legendary Abbey Road studios in the UK (made famous by The Beatles) backs the action, which contributes to the cinematic feel of the game. It won't save it, though, if the controls aren't improved.

Stuart Clarke

“...Wade [is] proficient at shooting and rolling and sticking close to walls”

FACTS

Operation Winback came and went and didn't really come close to parallelling the promise of *MGS2*. Now it's *Headhunter's* turn, but with *MGS2* on sale in the US already, will it be too little too late?

PlayStation®2

Genre: Action
On sale: December
Players: One
Made by: Sega/Amuze
Made in: Sweden
Distributor: Sony



SHOOT'N' RIDE ↑

Stealth-based gameplay is nothing new, but Amuze has done a laudable effort to vary the gameplay by making you hoon around on a motorbike at certain intervals. The preview *PSM* played was pretty so-so in terms of the ride, but we're hoping this will get major attention.



INCOMING

The top games of the year are getting wrapped up and sent out as the holiday season approaches. To ensure you don't miss the boat, check out our list of what's coming and when.

December 2001			
100% Star	PSOne	Eidos	Quiz
Baldur's Gate: Dark Alliance	PS2	Interplay	RPG
Cricket 2002	PS2	EA Sports	EA
David Beckham Soccer	PSOne	Pride	Soccer sim
Devil May Cry	PS2	Capcom	Action adventure
Endgame	PS2	Empire	Shooter
Giants	PS2	Interplay	Action adventure
Global Touring Challenge: Africa	PS2	Rage	Racing
Jak and Daxter	PS2	Sony	Platformer
Jeremy McGrath Supercross World	PS2	Acclaim	Racing
Jet Ski Riders	PS2	Eidos	Racing
Legends Of Wrestling	PS2	Acclaim	Wrestling
Max Payne	PS2	Take 2	Shooter
Monsters Inc	PSOne	Disney	Adventure
No-one Lives Forever	PS2	Universal	First-person shooter
NY Race	PS2	Wanadoo	Racing
Pajama Sam 3	PSOne	Humongous	Edutainment
Polaroid Pete	PS2	JVC	Action
Portal Runner	PS2	3DO	Adventure platformer
Rayman M	PS2	Ubi Soft	Party
Sesame Street Sports	PSOne	Ubi Soft	Arcade sports
Shadowman: Second Coming	PS2	Acclaim	Action adventure
Simpson's Road Rage	PS2	Fox	Driving adventure
Smuggler's Run 2	PS2	Take 2	Racing adventure
Soldier Of Fortune	PS2	Eon	Shooter
Who Wants To Be A Millionaire?	PSOne	Eidos	Quiz
January 2002			
Ace Combat: Distant Thunder	PS2	Namco	Flight sim
Austin Powers Pinball	PSOne	Take 2	Puzzle
Conflict Zone	PS2	Ubi Soft	War strategy
Dark Native Apostle	PS2	Virgin	Adventure
Dropship	PS2	Sony	Flight sim
ET Planet Emergencies	PSOne	Ubi Soft	Adventure
Headhunter	PS2	Sega	Action adventure
Jimmy White's Cueball World	PS2	Virgin	Snooker
Ecco The Dolphin	PS2	Sega	Adventure
Monsters Inc	PS2	Disney	Adventure
Rez	PS2	Sega	Shooter
Scooter Racin'	PSOne	Ubi Soft	Racing
State Of Emergency	PS2	Take 2	Action
Wipeout Fusion	PS2	Sony	Racing
Zombie Revenge	PS2	Sega	Action
February 2002			
Drakan	PS2	Sony	Action adventure
Godai	PS2	3DO	Adventure
Grandia 2	PS2	Ubi Soft	RPG
Metal Gear Solid 2: Sons Of Liberty	PS2	Konami	Strategy
Moto GP 2	PS2	Sony	Racing
PaRappa The Rapper	PS2	Sony	Music
Pirates Of Skull Cove	PS2	EA	Adventure
Run Like Hell	PS2	Interplay	Action adventure
Star Trek: Shattered Universe	PS2	Interplay	Action

Space Channel 5	PS2	Sega	Music
March 2002			
Herdy Gerdy	PS2	Eidos	Action adventure
Kelly Slater's Pro Surfer	PS2	Activision	Surfing
Knockout Kings 2002	PS2	EA	Boxing
Largo Winch	PSOne	Ubi Soft	Action
Mat Hoffman's Pro BMX 2	PS2	Activision	BMX
Medal Of Honor: Frontline	PS2	EA	Action
Need For Speed: Hot Pursuit 2	PS2	EA	Racing
Pro Rally 2002	PS2	Ubi Soft	Rally
Rally 2002	PS2	EA	Rally
Simpson's Cheap Skater	PS2	EA	Arcade skateboarding
Sled Storm	PS2	EA	Snowmobile racer
Spec Ops	PS2	Take 2	Action adventure
Supercross	PS2	EA	Racing
Tiger USA Tour	PS2	EA	Golf sim
April-June 2002			
Aliens Colonial Marines	PS2	EA	Action
Ape Escape 2	PS2	Sony	Platformer
Assassin	PS2	Take 2	Action
Commandos 2	PS2	Eidos	Action
Coolboarders 2001	PS2	Sony	Snowboarding
Duke Nukem: D Day	PS2	Take 2	Shooter
Dukes Of Hazzard 2	PS2	Ubi Soft	Driving adventure
Evil Dead: Hail To The King	PS2	THQ	Action adventure
F1 Racing Championship 2	PS2	Ubi Soft	F1
F1 World Grand Prix 2	PS2	Konami	Racing
Final Fantasy X	PS2	Square	RPG
Gangsters	PS2	Take 2	Action adventure
H2 Overdrive	PS2	Ubi Soft	Racing
Hidden And Dangerous 2	PS2	Take 2	Action
Inquisition	PS2	JOAG	Adventure
Iron Storm	PS2	Wanadoo	Action
Jet Ion GP	PS2	Ubi Soft	Racing
Jurassic Park III	PS2	Universal	Action adventure
Kinetica	PS2	Sony	Racing
Mafia	PS2	Take 2	Adventure
Maximo	PS2	Capcom	Action
Planet Of The Apes	PSOne	Fox	Adventure
Primal	PS2	Sony	Adventure
Rogue Spear	PS2	Ubi Soft	Strategy
Rubu Tribe	PS2	Interplay	Action
Shaun Murray's Pro Wakeboarding	PS2	Activision	Water sports
Soul Calibur 2	PS2	Namco	Beat 'em up
Tekken 4	PS2	Namco	Beat 'em up
The Getaway	PS2	Sony	Driving adventure
The Lost	PS2	Ubi Soft	Adventure
TimeSplitters 2	PS2	Free Radical	First-person shooter
Tom and Jerry	PS2	Ubi Soft	Action
Tribes 2: Aerial Assault	PS2	Sierra	Action
Ultimate Fighting Championship	PS2	Ubi Soft	Fighting
Villeneuve Racing	PS2	Ubi Soft	F1 racing
Worms Blast	PSOne/PS2	Ubi Soft	Action

PSM is licking its lips in greedy anticipation over the following titles...

MOST WANTED



1. Metal Gear Solid 2

There is very little doubt that this groundbreaking title will be nothing less than spectacular. Time is now closing fast, and PSM is getting itchy!

Release date: February 2002

2. State Of Emergency

This game was one of the stars of the E3 game show in LA and has undergone some cosmetic changes. It will still be huge, though!

Release date: January 2002

3. James Bond: Agent Under Fire

By the look of the preview versions we've seen, 007 is getting comfy with life on PS2.

Release date: December 2001

4. Mat Hoffman's Pro BMX 2

Still based on the Tony Hawk series, this should mark a new standard for BMX games.

Release date: March 2002

5. Wipeout Fusion

The fourth in the series has had a few delays as the developer is making it super smooth and faster than anything you've ever seen!

Release date: January 2002

6. PaRappa The Rapper 2

One of the funniest games of all-time is getting ready for a comeback. PaRappa and his gang find themselves in an all-new adventure!

Release date: February 2002

7. NBA Live 2002

This is the game that every b-ball was hoping for in 2001, but only found disappointment.

Release date: November 2001

8. Herdy Gerdy

Straight from the maker of the *Tomb Raider* series comes this entertaining platformer.

Release date: March 2002

9. Simpson's Road Rage

This is basically *Crazy Taxi* set in Springfield. Explore the streets, as well as Evergreen Terrace, to visit the Simpson's own abode!

Release date: December 2001

10. VIP (PSOne)

Pamela Anderson's very own videogame looks surprisingly good. She's as buxom as ever.

Release date: January 2001

Send your thoughts to:

Most Wanted, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au

WHEN CYPRIEN IS GOOD,
HE'S VERY GOOD.

BUT WHEN HE'S BAD,
HE'S BETTER.

"...THE MOST BEAUTIFUL
FAIRY-TALE GRAPHICS EVER
SEEN IN A PS2 TITLE, WITH
WILDLY DIFFERENT THEMES ON
EVERY LEVEL AND A MULTITUDE
OF SPECIAL LIGHT EFFECTS
AND TEXTURES."

Official Playstation 2,
March 2001.

OUT
NOW!

EVIL TWIN

CYPRIEN'S CHRONICLES



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JOYPAD

Your guide to the great indoors

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CHRISTMAS SPRT

WHAT'S INSIDE

- [01] Finish off *Onimusha: Warlords* with part two of our walkthrough.
- [02] *Buffy*'s Alyson Hannigan talks *American Pie 2*.
- [03] Smooth criminals, *Alien Ant Farm*.
- [04] Better dead than 'Read'? Eric Bana stars in *Chopper* on DVD.





ON THE DISC >>

It's too late for Christmas, but at least the *Wipeout Fusion* demo is here!

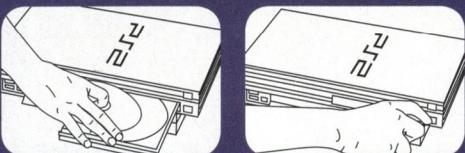
EDITED BY Fiona Tomarchio

E-mail comments and queries to playstation@acp.com.au

or write to
On The Disc, Official PlayStation Magazine
PO Box 4089, Sydney NSW 1028, Australia

Note: We are unable to provide technical support over the phone.

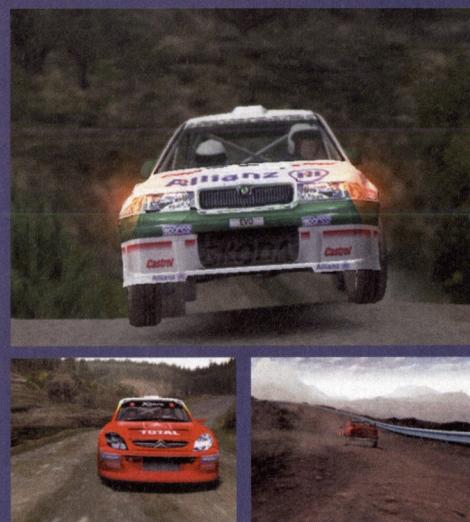
The unprecedented selection of playable demos on this month's cover disc includes such highly anticipated gems as *World Rally Championship*, *Wipeout Fusion*, *Silent Hill 2* and *Dropship*! Find a comfortable seat and stock up on provisions because, while all are worthy of at least one run through, *PSM* guarantees you'll be unable to resist playing some of them for hours on end. When at long last you're ready to turn your attention to the rolling videos, be sure to check out the amazing *Jak and Daxter* and *Devil May Cry* trailers; they're simply stunning. A bib is a strongly recommended accompaniment to all of the rolling videos. Just be sure to keep it firmly in place for the duration of the *Spirit Of Rally* and *PaRappa The Rapper 2* teasers.



Load the disc and scroll through between playable games and videos using **↓** and **↑**. To choose within a section, use **←** and **→**. Press **⊗** to select the demo you want. At the end of some of the demos you will need to reset your console.

Problems with your disc? Pack up your troublesome cover disc in an envelope and send it back to the following address. We will test it and, if it is faulty, we'll send you another. Please note we do not keep old discs in stock. Disc Returns, *Official PlayStation Magazine*, PO Box 4089, Sydney NSW 1028, Australia

PLAYABLE/VIDEO



WORLD RALLY CHAMPIONSHIP

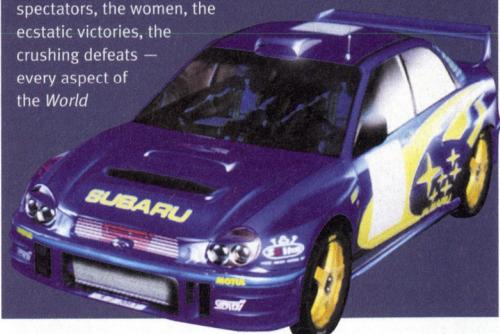
■ PUBLISHER Sony
■ GENRE Racing
■ PROGRAM Playable

Get behind the wheel of Carlos Sainz and Luis Moya's nimble Ford Focus and fang through the outskirts of Monaco. The reduced visibility and ice-encrusted tarmac call for lightning fast reflexes and precise control of the vehicle. These abilities will also come in handy as you traverse the twisting, dust-clogged Argentine track, but be mindful of those cliff edges. The broadcast style replays are truly awesome.

SPIRIT OF RALLY

Publisher: Sony Genre: Racing

The cars, the tracks, the crashes, the jumps, the spectators, the women, the ecstatic victories, the crushing defeats — every aspect of the *World*



ROLLING VIDEOS

CRASH BANDICOOT: THE WRATH OF CORTEX
Publisher: Vivendi Universal Genre: Action
Crash and friends return to fight the dastardly Dr Cortex. The PS2 version offers the best of the previous games — no doubt a winning formula.

PLAYABLE



WIPEOUT FUSION

■ PUBLISHER Sony
■ GENRE Racing
■ PROGRAM Playable

■ **Wipeout Fusion's** new Zone Mode is as addictive as it is insane. As you pilot your craft around a winding track complete with vertiginous loops and hazardous obstacles, your speed is automatically and dramatically increased every 10 seconds. The demo concludes when one of two things happens; you miraculously reach zone 30, or your craft sustains so much damage that it explodes. There are no bonus points for guessing which

is going to be the more frequent occurrence!

Controls

L1 Turning
L2 Left airbrake
R1 Right airbrake
⊗ Accelerate
△ Camera angle

Additional features

You can expect the most convoluted tracks and fastest game visuals ever in *Wipeout Fusion*!

Further information

Wipeout's debut on PS2 missed Christmas, but it's shaping up to be one of the big hits of 2002.

PLAYABLE



AIRBLADE

■ PUBLISHER Sony
■ GENRE Racing
■ PROGRAM Playable

Use jump tricks to shatter the Wanted billboards, then take out the security cameras scattered throughout the level. Time is of the essence, so beat down those government thugs quick smart and grind on the news vans lured by your acts of rebellion. *PSM* won't spoil the last task, but suffice to say, it's a wicked one. If you need a quick burst of speed, pull off a couple of tricks to fill your boost meter.

Controls

L1 Movement
⊗ Grind
⊗ Stunt
⊗ Jump
⊗ Grab
L1 Spin left
R1 Spin right
L2 Brake
R2 Boost

Additional features

Airblade's challenge isn't for the weak, but the *Tony Hawk*-meets-Marty McFly action is worth persevering with.

Further information

Check out our review of *Airblade* on page 38.



DEVIL MAY CRY

Publisher: THQ Genre: Stylish hard action
Anyone who hasn't yet experienced the phenomenon that is *Devil May Cry* need only fire up this sweet video for an insight into the workings of this unparalleled game.

**PLAYABLE**

SILENT HILL 2

PUBLISHER Ozisoft
GENRE Survival horror
PROGRAM Playable

There are two separate sections to this demo, Prologue and Battle. The former allows you to explore an outdoor area of the mysterious town, while the latter gives you a chance to hone your combat skills within a darkened building populated by all manner of terrifying abominations. The allotted 200 seconds hardly seems generous, but it's enough time for you to become deeply immersed in the chilling world of *Silent Hill 2*.

Controls

↳ Movement
Ⓐ Map
Ⓑ Torch
Ⓒ Run
Ⓛ + Ⓩ Sidestep
Ⓑ Ⓛ Aim weapon
Ⓑ Ⓛ Ⓛ Fire
Ⓛ + Ⓛ 180-degree turn
☰ Inventory

Additional features

The retail version of *Silent Hill 2* offers an extended chilling challenge — this demo is just the tip of a terrifying iceberg.

Further information

Check out our review of *Silent Hill 2* on page 22.

PLAYABLE

WWF SMACKDOWN JUST BRING IT

PUBLISHER THQ
GENRE Wrestling
PROGRAM Playable

The thinking boofhead's entertainment of choice comes to the PS2. Pit the likes of Mankind and The Undertaker against the likes of The Rock and Stone Cold Steve Austin in a bid for the championship belt. Use classic wrestling attacks and trademark moves to beat foes into submission before the four-minute timer expires. Don't hesitate to rough up the ref if he's in the way!

Controls

↳ Movement
Ⓐ Special/Enter ring/Run
Ⓑ Punch
Ⓒ Block/Guard
Ⓓ Grab
Ⓛ Taunt

Additional features

SmackDown's PS2 debut represents the most authentic WWF action yet, and is a must-have title for WWF fans.

Further information

Check out our review of *WWF SmackDown* on page 36.

PLAYABLE

DROPSHIP

PUBLISHER Sony
GENRE Flight sim
PROGRAM Playable

This feature-packed demo will undoubtedly spark much enthusiasm for a game that has been largely kept under wraps. Undertake the complete Fight and Combat training courses, in order to familiarise yourself with *Dropship*'s ingenious control system, before adopting the lead role in a lengthy invasion mission from the full game. *PSM*'s advice: try not to be distracted by the game's glorious visuals and incredible draw distance, or the virtually seamless

transition between airborne and terrain-based movement.

Controls

↳ Movement
Ⓐ Increase thrust
Ⓑ Decrease thrust
Ⓐ Fire cannon
Ⓑ Fire secondary weapon
Ⓛ Select target
Ⓑ Select weapon

Additional features

In an attempt to depict the multi-dimensional nature of war, *Dropship* offers airborne and ground-based modes.

Further information

Dropship was previewed in issue #05 of *PSM* (page 64).

PLAYABLE

DARK CLOUD

PUBLISHER Sony
GENRE RPG
PROGRAM Playable

just taken a hand in recreating, *Dark Cloud* makes for a great RPG success on a number of levels. Simply brilliant.

Controls

↳ Movement
Ⓐ Attack
Ⓑ Target select

Additional features

One of the first RPGs to hit PS2, *Dark Cloud* requires players to undertake quests in an effort to restore their village to its former glory.

Further information

Dark Cloud scored 9/10 in issue #05 of *PSM* (page 18).

**FIFA 2002**

Publisher: EA Genres: Soccer

An over-the-top intro and an action-packed match between Manchester United and Liverpool is shown in this rolling video of the 2002 edition of EA's most popular franchise.

**PARAPPA THE RAPPER 2**

Publisher: Sony Genres: Musical party game
This short but sweet teaser gives *Parappa* devotees a welcome peek at the stylistic graphics, unique gameplay and fresh characters of this eagerly awaited sequel.

**JAK AND DAXTER**

Publisher: Sony Genres: Action

Witness the lush environments, quirky characters and intriguing gameplay elements of Naughty Dog's recently unveiled blockbuster in this extremely tantalising trailer.

WISE UP

Working things out for yourself may be a satisfying experience but, sometimes, nothing beats a sneaky bit of cheating. With this in mind, *PSM* provides you with the world's most cunning tips.



EDITED BY Justin Kranz

E-mail comments and questions to playstation@acp.com.au

or write to

Wise Up, Official PlayStation Magazine,
PO Box 4089, Sydney NSW 1028, Australia

Sorry, but we are unable to provide game tips over the phone

PSM and Santa Claus are not responsible for reduced enjoyment of Christmas presents arising from the use of the following tips and tricks.

PlayStation®2 Tip of the month

KLONOA 2



Hurdy Durdy

Unlock the two secret stages by collecting all of the dolls. Defeat one to unlock the Hurdy Durdy. This will allow you to listen to any of the game's music. Beat the other to unlock more tracks.



Klonoa Poses

While playing in a level, press **L1** or **R1** to make Klonoa perform one of his tricks.



Unlock Pictures

First collect all 150 gems on each stage. Then you will be rewarded with special images in the gallery.

TIPS: PLAYSTATION®2

SPYHUNTER



Cheat Grid Unlockable Characters

Beat the missions in the time listed below and complete ALL objectives to open these cheats/extras. This is pretty tough...

1. 03:40 — Saliva Spy Hunter Video
2. 03:35 — Green HUD
3. 02:40 — Saliva Your Disease Video
4. 03:15 — Night Vision
5. 03:25 — Early Test Animatic Video
6. 03:45 — Extra Cameras
7. 03:10 — Rainbow HUD
8. 03:05 — Inversion Camera
9. 03:45 — Concept Art Video
10. 03:15 — Fisheye View
11. 03:10 — Camera Flip
12. 03:30 — Puke Camera
13. 02:15 — Making Of Video
14. 05:10 — Unknown

Finish Game — Hover Spy

All Objectives — Super Spy

The Final Cheat

Finish the last mission in 05:10 to obtain a tiny spy car.



MOTOR MAYHEM

Unlock Buzzsaw

To unlock Buzzsaw, the Champion, win all three titles (Eliminator, Deathmatch and Endurance) with one person on Hard or Very Hard difficulty.

Unlock City Canal Quick Battle/Two-Player Arena

Complete the Deathmatch stage on Normal difficulty to unlock this stage.

Unlock Downtown Quick Battle/Two-Player Arena

Win the Eliminator matches on Normal difficulty to unlock this round.



Q&A

PlayStation 2

Q. How do you obtain Kohryu in *Bloody Roar 3*?

Peter Ung, NZ

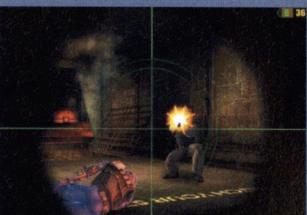
A. To unlock Kohryu you must play through Arcade mode until you face him in a fight. You must now defeat him before he will be selectable so start practising your spin kicks.



Q. Can you please print some cheats for *Red Faction*?

Louise Acosta, Tas

A. Go to the main menu, press **□**, **↔**, **↑**, **↓**, **→**, **←** and **◎** to get all weapons and ammo. If you want to max out your health then simply press **□**, **↑**, **↔**, **↓**, **→**, **↑**, **↓**, **◎**, **◎** on the main menu. When playing the Multiplayer mode there is also a secret spot you can reach in the Lobby Map.



You can get up on the roof of the Lobby to find a Fusion Rocket Launcher and a Rail Driver. Walk up to the second level and use your Rocket Launcher to blow chunks out of the wall and climb up.



Q. How do you get Night Vision mode in *Silent Scope*?

Nicholas Da Silva, WA

A. At the mode select screen hold **△** and press **►** five times.

Q. I'm struggling to unlock everything in *TimeSplitters*. Anything you can tell me would help.

Simon, Via e-mail

A. There aren't any real 'cheats' for the game but there are lots of bonuses worth persevering for. Exploring every level well to find all of the health and body armour and perfecting strafing in and out of doorways when attacking are the best tips.



DEVIL MAY CRY

Unlock Dante Must Die Mode

Beat the game in Legendary Dark Night mode to unlock Dante Must Die mode.

Unlock Easy Automatic Mode

Clear any mission from 1-3 using continues and there will be an option at the start of the next mission asking if you wish to change to Easy. In the Easy mode enemies will be easier to kill and your devil form recharges health much faster than the Normal mode. Note: You cannot return to Normal once activated.

Unlock Hard Mode

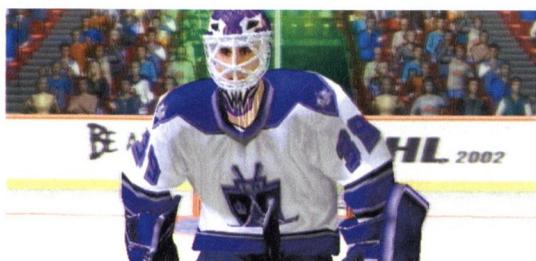
Beat the game once to unlock Hard mode.

Unlock Legendary Dark Night Mode

Beat Hard mode to unlock Legendary Dark Night mode.

Unlock Super Dante Mode

Beat Dante Must Die mode to unlock Super Dante. With this, you can transform into a devil and use magic indefinitely.



NHL 2002

Create the band The Bare Naked Ladies!

Use one of these names in Create-A-Player mode: Jim Creegan, Tyler Stewart, Steven Page, Ed Robertson or Kevin Hearn. It will automatically adjust the player's face and stats to match that of a band member.



WIN A PS2 FINAL FANTASY DVD BUNDLE!



The *Final Fantasy: The Spirits Within* DVD is a double-disc set containing over 10 hours of interactive entertainment, including 'making of' and 'behind-the-scenes' documentaries, 60 minutes of featurettes on character design and development, and audio commentary tracks and deleted scenes.

To celebrate the release of *Final Fantasy: The Spirits Within* on DVD, one lucky person has the chance to win a Final Fantasy DVD Bundle, which includes a PlayStation2, *Final Fantasy: The Spirits Within* on DVD, a mug and T-shirt, valued at over \$600, all thanks to Columbia TriStar!

Also up for grabs are 40 Final Fantasy: The Spirits Within Packs, featuring a mug and T-shirt, valued at \$39.90 each.

All you need to do to be in the running for the Final Fantasy DVD Bundle and The Spirits Within Packs is simply answer the following question:

Q: In 25 words or less, tell us why you deserve to win the PS2 + Final Fantasy DVD bundle?



HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 5537, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address, date of birth and phone number. Entries close December 24, 2001 and winners will be published in the February 2002 issue of *PSM*, on sale January 23, 2002. Good luck!

CONDITIONS OF ENTRY

1. Entry is open to all residents of Australia except employees and their immediate families of the Promoter and its agencies associated with this promotion.
2. Entries close last mail received 24/12/01. Only one entry per person permitted. This is a game of skill and chance plays no part in determining the winner. Each entry will be individually judged based on literary and creative merit. Judges' decision is final and no correspondence will be entered into.
3. The best entry, as determined by the judges, will win a prize pack containing a PlayStation2 console (\$529.00) and Final Fantasy Pack (includes mug, T-shirt and DVD) (\$74.85). First prize is valued at \$603.85. The next 40 best entries will win a Final Fantasy mug and T-shirt (\$39.90). The total prize pool is valued at \$2,199.85. Prizes are not transferable or exchangeable and cannot be taken as cash. No responsibility is accepted for any variation in the value of the prize/s.
4. No responsibility accepted for late, lost or misdirected mail.
5. Winners will be notified by mail. All entries become the property of the Promoter. The Promoter may use the entrants' names, addresses and literary pieces for any commercial purpose.
6. The Promoter is ACP Publishing Pty Ltd (ABN 18 053 273 546) of 54 Park Street, Sydney, NSW 1028.

FREEBIES

THE BEST THINGS IN LIFE ARE FREE

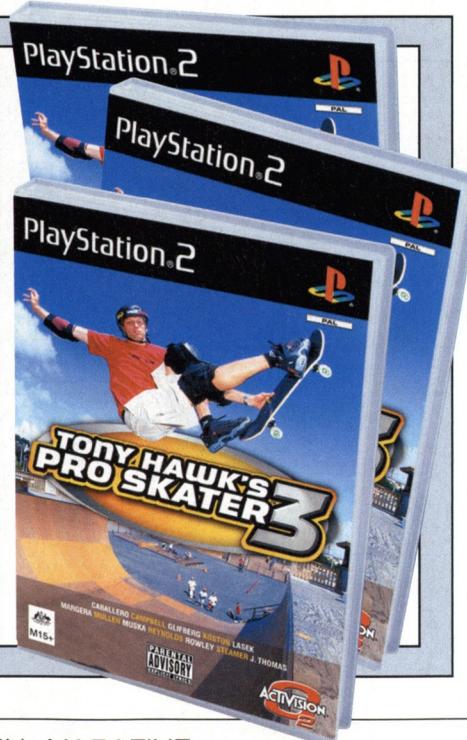
In celebration of the festive season, *PSM* has sourced all of these goodies for our huge Christmas giveaway! Entries close December 24.



Hot Dawgity

Dirty Dog reckons its sunglasses are wilder, bolder and brighter than any others. And judging by these fine samples that arrived at *PSM Towers*, we're inclined to agree! The colours range from out-there oranges to lime greens and sunny yellows, and the colour of the lenses closely matches the frame for an understated yet powerful accessory statement. A 21st century take on the aviator glasses of the '80s, these glasses are like a rectangular, rimless version of Tom Cruise's *Top Gun* goggles. Mirror lenses are also available, which are much more translucent (and tasteful) than last time round, with a protective anti-scratch coating.

Thanks to Dirty Dog, we have five pairs of these sunglasses up for grabs, valued at \$100 each. For your chance to win a pair of these hot sunnies, tell us in 15 words or less why you need a new pair of sunglasses on the back of an envelope and send it to "Hot Dog".



Heaven Is A Halfpipe

Tony Hawk's Pro Skater 3 is the most enjoyable of the series yet, with the 'Living City' and all, but its pumping soundtrack is not to be scoffed at either! The CD soundtrack features (amongst others) Papa Roach, Alien Ant Farm, Sum 41, The Deftones, Pennywise, NOFX and Drowning Pool. Hot line-up, eh?

We have five copies of the game and CD soundtrack up for grabs. To be in the running, just tell us the names of two pro skaters who appear in the game apart from Hawkboy himself. Envelopes should be marked "Animal Double Chin". And give that lucky charm a polish!

Highly Acclaimed

Aren't we good to you lot? We line up the top games for you to try and pick up for free just so you can have a top holiday! And we even provide clothing for you! Seriously, *PSM* has more great games and T-shirts up for grabs. The fine team at Acclaim has provided a gnarly stash of goodies. Five winners will each receive a copy of *Dave Mirra's Freestyle BMX 2*, an exclusive *Dave Mirra* beanie, a copy of *Spyhunter*, a T-shirt and a *Spyhunter* mug. Be a spy and drink coffee. Martinis are for has-beens!

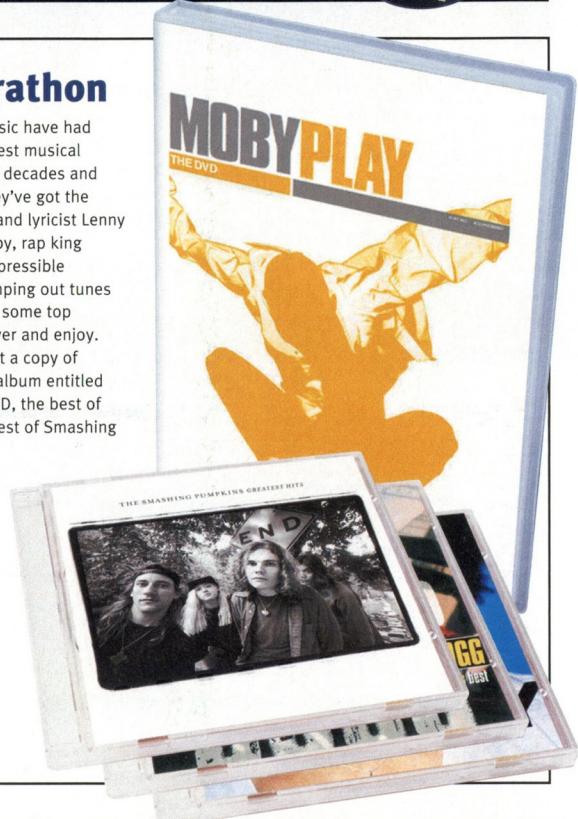
For a chance to win this fine parcel, just tell us which of Santa's reindeers is your favourite and why. Entries should be sent to "It's All About Giving!"



Music Marathon

The kind folks at EMI Music have had some of the world's hottest musical artists on their books for decades and today is no different! They've got the modern-day guitar whiz and lyricist Lenny Kravitz, rhythm guru Moby, rap king Snoop Dogg and the irrepressible Smashing Pumpkins pumping out tunes for them. We've lined up some top prizes for you to drool over and enjoy. Five winners will each get a copy of Lenny Kravitz's hot new album entitled *Lenny*, the *Moby Play* DVD, the best of Snoop Dog CD and the best of Smashing Pumpkins CD. Is that rockin' or what?

What do you have to do? Tell us in 15 words or less why you think you deserve this fine CD/DVD prize pack on an envelope marked "Pay To Play".





DVD Goodness

There's nothing better than a relaxing holiday armed with your remote control, a case of thirst-quenching refreshments and a bowl of nibbles in front of you. What was that? You've wanted to see *Joe Dirt* for ages? *Evolution* too? And *Bridget Jones's Diary*? Luckily, *PSM* has all three of these top DVDs up for grabs, plus Columbia Tri-Star Home Entertainment has thrown in some goodies too! Five readers have the chance to score a wicked DVD hamper, containing *Bridget Jones's Diary* on DVD, the book and a blank diary to jot your thoughts in; *Joe Dirt* on DVD, plus a CD single of Chris Franklin's *Mullet*; and an *Evolution* pack that contains the movie on DVD, a mug, T-shirt and stickers.

To be in the running, tell us the name of one actor from each movie on an envelope marked "Lazy Days".

Dirty Laundry

Supercross is extreme mayhem. It's bloody dangerous too. If you're not one to risk life and limb on these two-wheeled steeds, then we reckon *MX 2002* *Featuring Ricky Carmichael* would be right up your alley. Amongst the many features, you can look forward to various track and weather conditions, 28 pro riders including Australia's own Chad Reed, 16 customisable bikes, and an extremely silky frame rate!

Five lucky readers will each pick themselves up a copy of *MX 2002* just by telling us what motorcycle CC class Ricky Carmichael mainly competes in. Entries should be sent to "Kick-start My Heart".



Raise Your Hands

Summer can sometimes be a testing time, and for all the wrong reasons! *PSM* doesn't usually gather around and discuss deodorant (of all things!), but since a couple of Speed Sticks landed on the doorstep here at *PSM* Towers, life at the office hasn't been the same! Not only do some of the lads smell a lot better, but getting through levels in all the latest games isn't inducing as much sweaty stress as before! Mennen has given *PSM* 125 Cool Spice and Sport Talc Speed Sticks to giveaway — it goes on dry and lasts for 24 hours and we can vouch for that!

Tell us in 15 words or less why you want a Speed Stick and send it to "The Need For Speed Stick".



Silent Treatment

Silent Hill 2 (reviewed on page 22) is the very thing you'll be needing when you start suffering from cricket, golf and tennis overload this summer. A copy will even come in handy if you start suffering from heat stress too, as the game will not only have you checking under your bed every night, it will chill you to the bone too!

To score yourself one of five free copies of *Silent Hill 2*, along with a rare promotional T-shirt, all you need to do is tell us the name of one of the characters on an envelope marked "Tough Guy".

Beam Dream

Could we really have fair dinkum festive fun without a few nightcaps here and there? *PSM* has unearthed some wicked and rare prizes from the depths of Jim Beam's promotional bunker and you could be in the line of fire to pick some of them up! Each pack is worth \$300, and contains a model of a Jim Beam Ford F1 pickup truck, a denim jacket, a baseball cap, a Pumped Up Down Under 2001/2002 calendar, a Jim Beam Planet X Tour sticker, a Planet X baseball cap and a Planet X video. Want this fine gear for Christmas?

For your chance to win this great Jim Beam/Planet X prize pack, tell us in 15 words or less why Jim Beam is the best bourbon on an envelope marked "Christmas Cheer." Remember, be creative!



HOW TO ENTER

Send all entries to *Official PlayStation Magazine*, PO Box 5537, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close December 24, 2001, and winners will be published in the February 2002 issue of *PSM*, on sale January 23, 2002.

Electric Sunglasses: Travis Billings (Vic), D. Wynne (Vic).

The Mummy Returns: Oliver Summarsell (SA), Andrew Joicey (ACT), Ross Lind (Qld), Hurashzo Yee (NSW), G. Loft (WA).

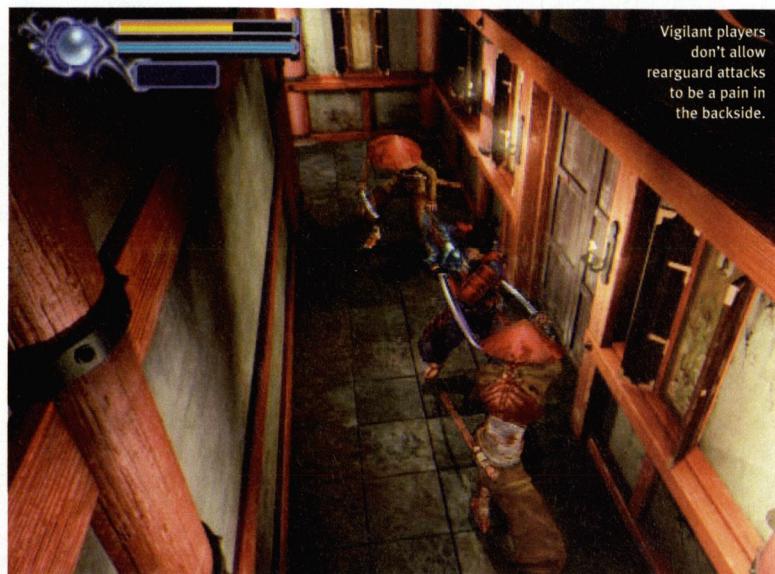
International League Soccer: Steve Getley (NSW), Marcus James (Vic), A. Vavier (WA), Andrew Fahey (SA), G. Scovell (NZ).

Supercar Street Challenge: Kris Evans (NSW); runners-up — Matthew Harling (Qld), Matthew Glennie (ACT), Clint Mould (WA), T. Stanley (NZ).

PART TWO

ONIMUSHA: WARLORDS

It's time to go to hell again as *PSM* presents part two of our guide to finishing Capcom's frighteningly good survival horror game *Onimusha*. Polish your sword and prepare for battle.



SAMANOSUKE – KEEP

After the little interlude controlling Kaede, Samanosuke awakens in a cave. Grab the Medicine from the chest and use the Magic Mirror to enhance your weapons and save before meeting your next boss.

BOSS THREE: THE STYLADO

Your lookalike is back. Fortunately you know yourself pretty well so winning shouldn't be too difficult. Remember to constantly block — there are no attacks you cannot defend. But he can shoot projectiles if you let him wander too far away. Block the attack and you'll be able to suck up the magic power you deflected. Make sure you only use your magic attacks when the Stylado is rearing up to unleash a projectile, otherwise he will block your move and it won't be very effective. When you finally achieve victory, the cave exit will appear.

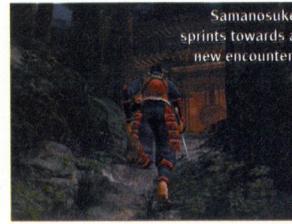
Wander up to the treasure chest and grab the Evil Plate inside. Next to it there's

another box with a ladder. Go to the edge of the well and use the Ladder. You'll now be back in the Keep. Exit and go down the hall. You can talk to all the dead warriors here before exiting at the end of the hall. Go past the fallen guards until you reach the strange door, where it's time to use your Evil Plate on it and step inside. The wasp-like Hecuba is here to say hello. She grabs Yumemaru and buggers off, trashing the joint in the process. A barrier is erected, which you can't cross for now, so go back through the evil door and go back to the main Keep room and then to the Magic Mirror room. The crazy bloke in the cocoon will now offer to take you to the Dark Realm. You'll get an opportunity to go to the Dark Realm later in the game, so don't be in a hurry if you're not prepared. The Dark Realm is 20 levels of monster-mashing, with items to collect along the way and a Bishamon Ocarina awaiting you at the end, which enables you to get the powerful Bishamon Sword. But you'll need plenty of medicine to get through and at least one weapon

at maximum power. If you just want to enhance your items, play a few levels each time and come back up. You'll need to access a triple red door very soon, so make sure your Kouen is maxed.

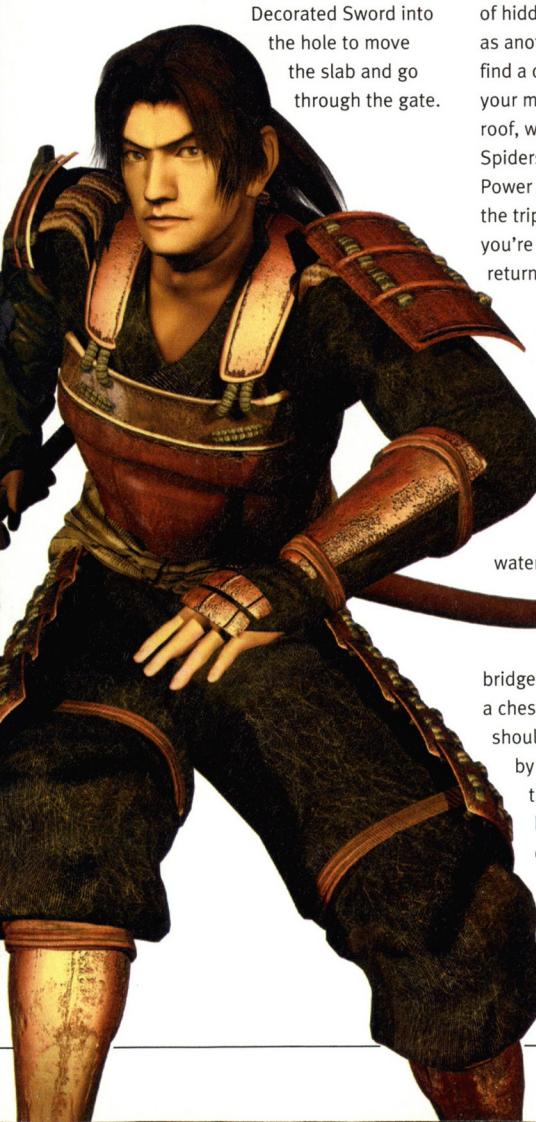
Now head through the Keep front door, taking on the demons in your way. Go through the green door and dispatch the Bazuu and Barabazuu. Beyond there are soldiers on the rooftop trying to take you out with arrows. You can equip your bow and play archery if you wish, but the goal is getting to the triple blue magic door in the next area. Fight off the Dark Spiders (Three Eyes that can teleport), then enter the blue door with your Raizan. Suck the souls at the shrine and check out the statue missing its head. You'll have to come back to put it together. In the treasure box there's the Vision Staff, which makes hidden Flourites glow. Also grab Genbu off the table. Go outside again and there's a Flourite near the doorway. There's a Bowman on the roof and ninjas to fight. Go around the next corner and into the courtyard. There are several

bowman on the roof and big demons to fight. We suggest just running up to the ladder and taking out the bowmen with your sword, because if you fight you'll inevitably be pinged by arrows. Go down into the room, grab some magic and save. The door near the mirror is inaccessible, so go through the triple red door. This is fun. There are demons below a lookout. Just slash the rope and the wooden trailer will crash down upon them. Grab the Medicine out of the chest, then wander down and finish off the last hapless demon. Grab the Flourite on the hill. Now go through the door and prepare for a tough fight. There are three Oowassha and a massive, super-tough Baguwassha. They are big and powerful, but slow. Use magic, like a wind attack to knock them all down, or fire to try to set them all alight. When you've



finished them off there are lots of items to grab — the Statue Head as well as bullets in chests, and the Decorated Sword in the back corner. Leave and slay the demons on the hill and go back to the Mirror room where you should be able to enhance some items as well recharge your magic and save. Go back out and take out the Dark Armour Demon in the courtyard, then leave through the door. If you need to enhance weapons or items, you can go to the Dark Realm via the well here. Now go back to the shrine room and pop the Statue Head back in place. The gate will open and you'll be able to take the Matchlock. Leave and go around the path, avoiding the archers. There is a Flourite on the next path near the right wall. Go back to the courtyard in front of the Keep and go down to the door that was shut. There's a bloke getting attacked by new monsters — sharks. Mow them down then go through. You can pop the

Decorated Sword into the hole to move the slab and go through the gate.



EAST AREA

Begin down the path and you'll soon be set upon by a Three Eyes and a Dark Spider. Knock them off and wander across the bridge. There's a ninja lurking as the path branches left. Kill him and go right to the double green magic door. Take the first left, grab Journal 6 and exit onto another walkway. There are a couple of Dark Armour demons to slay. Slay them, then continue to the end of the pier and go through the door. Grab the bullets from the chest and the Genbu from the shelf. At the back of the room, slash the paper and grab the East Area Map. Exit and look out for a Dark Spider and Dark Armour Demon. Now go into the next building. There's another Dark Armour to waste. If you want to play archer, stand near the door and take out the fellow bowman. Otherwise grab the bullets from the box and mount the stairs. There are a couple of hidden archers on the way up as well as another Dark Armour demon. You'll also find a chest with a Magic Jewel to increase your magic. Go up the ladder to the roof, where you'll fight a number of Dark Spiders. Then grab the Soul Absorber, Power Jewel and Flourite. Go back down to the triple green magic door and open it. If you're not maxed out yet, you'll have to return to the Keep and do some fighting.

Go through the water and open the gate, fighting the Dark Spiders. In the next area you'll find a Volchiman and a soul shrine.

Proceed through the next gate and along the path and through the wooden door. Here you'll find more Dark Armour fiends.

Take out the one underneath the waterfall, then move across the bridge to trigger the next one. When he begins to cross, run back and slash the rope holding the bridge. Hah! Under the waterfall there's a chest with the Great Armour which you should pop straight on. Open the chest by moving the lower left square once, then the upper right, lower right, lower left and lower right again. Now continue down the path and enter the building, where you will find a Magic Mirror. If you've got some spare souls, change some of your bullets into burst bullets, which will be incredibly useful

in an upcoming battle. There's also medicine in the chest and a code box with a Magic Jewel. Choose the third word, then the sixth one to open it. Now go down the stairs. At the base is another Flourite. Now jump in the boat and head across to the turret. At the other side go through the double doors, then grab the Great Bow from the wall. Samanosuke will be trapped and you will switch to Kaede.

KAEDGE — EAST AREA

Kill the sharks with your sacred knife and go to the short walkway to the left of the bridge. Kaede will pick the lock on the door. Going forward, a pair of sharks will attack. Finish them quickly, using the **R2** quick spin and ground stab, and go to the right. At the end there is Kunai. Then go through the double doors. On the floor is another Flourite. In the right corner of the room, you'll get another Herb. In the left corner there are a series of urns to smash to get to a passage where you'll find Apocalypse 2. Leave and go to the other door, which goes through to the water-side area. Head through the next couple of areas, behind the waterfall and to the Magic Mirror room. There are spiders and sharks and it's best to run rather than fight. Open the other door and you'll be on a pier with a few soldier demons. Waste them and go through the door at the end. Slash the wooden screens to reveal a chest with Normal Arrows. Run past the Dark Armour Demon and lesser Soldiers to the door at the back. You'll be in a room infested with demons to slay. Wipe them out, then smash the urns to get some Kunai. Around to the right is another Magic Mirror room.

Head to the right and enter the door at the end of the passage. It's another Magic Mirror room. Climb the ladder for another Flourite, which is hidden under the crates. There is also a Genbu in the corner. Go back down and through the double wooden doors. Keep your block up as there are archers at the end of the hallway. Go into the room at the end of the hall and grab the Herb in the chest and the Suzaku and Flourite. Climb the ladder to the room above. You'll find a trick treasure box. Turn left twice, centre once, then right twice, then twice in the centre for a Decorated Arrow. Watch out for a surprise attack from a Dark Spider

before you return downstairs. Now exit the room with the ladder and head through the double doors on the left, avoiding or killing the demon. There is another statue here. Grab the Great Arrow from the left of the statue. Pop the Decorated Arrow in its place to unlock the chest underneath the statue for a Green Key. Go back to the Magic Mirror and save if you like, then exit into the hall and go around the hallway, running past the enemies to get outside using the Green Key to unlock the door at the end of the hall. Climb down the ladder and jump in the boat to get across to the fortress and Samanosuke. Time for another battle...

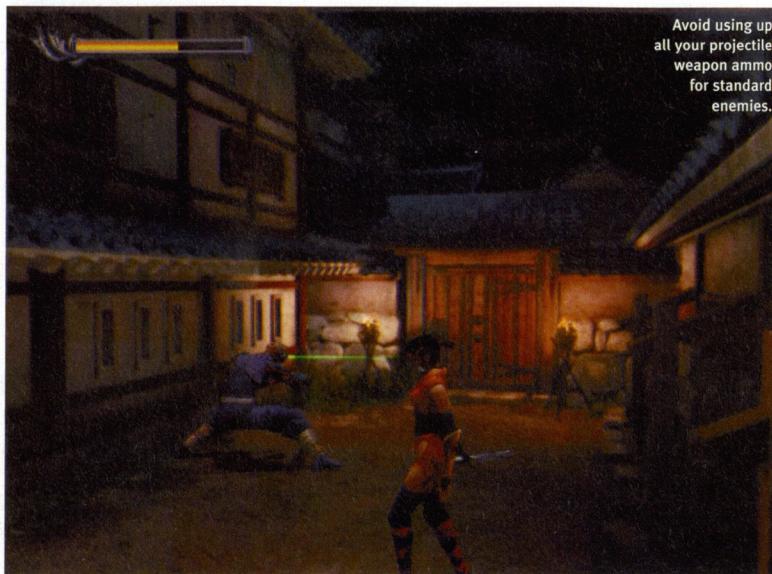
BOSS FOUR: HECUBA

This is a tough fight. Hecuba remains in the air for most of the battle, so you need to use your new friend the Matchlock or the bow. The best strategy is to take out the sharks as quickly as possible, then change to your projectile weapons, using **R1** to target. Hopefully you won't have used any burst bullets yet, because they are extremely handy and do plenty of damage. When the sharks have returned switch back to your sword. Watch out for when Hecuba swoops down — she usually gives you warning so you can block. And make sure you retreat and suck up the souls — there are often life-giving yellow ones released.

As the battle concludes, Samanosuke and Kaede bugger off before the building explodes. After the cut-scene you'll be back in the Keep. Go to the Magic Mirror room, enhance everything you have and save. This is also your last chance to go to the Dark Realm. Now go back to the evil door. Inside, use your Great Bow to open up the demonic realm and meet your old mate Guildenstern.

BOSS FIVE: MARCELLUS

The new look Marcellus has a big scimitar and shield, but isn't too tough to beat. You can block all his strikes except for the downward blows, which you need to avoid. Use all of your magic on him (you'll be able to replenish before the next encounter) and he'll almost be finished. But before he's done, he'll change into a much faster monster with nasty blades. Just keep following the pattern of



Avoid using up all your projectile weapon ammo for standard enemies.



Using magic against bosses becomes increasingly necessary.



» blocking, then attacking, and you'll be fine. Before you leave make sure you grab the medicine from the chest to the right of the door you entered.

Go through the door to the evil fountain. There's a Magic Mirror here as well as the recharge station and a Dark Realm map. If you did finish the Dark Realm, you'll be able to play the ocarina next to the bone door and grab the ultimate weapon — the Bishamon Sword. It's a big help in the final battle with Fortinbras, so consider going back if you don't have it. Now onwards through the next door... You'll encounter a few Reynaldos along the way which can help enhance your weapons if you're not already fully maxed. Near the end of the spiral you'll discover a Volchiman. If you don't have the Bishamon, just run past but remember to grab the two Medicines next to the door before you enter.

FINAL BOSS: FORTINBRAS

The snake-like Fortinbras is the toughest dude in the game. He doesn't move so he's easy to hit, but he has a big range of weaponry at his disposal. If you have the Bishamon Sword the battle is easier, but it is still no picnic. If you don't, make sure you use all your Magic Attacks, then mostly stick with the Raizan until he's toast. Go for his head when he slumps over, but don't be in too much of a hurry to finish him off. Sitting back and using fire arrows and burst bullets is a reasonable strategy, but they don't seem to do much damage. Make sure you make good use of your medicines, and the Talisman from the Dark Realm is really handy as it brings you back from the dead.

The tricky part of the battle is avoiding Fortinbras' attacks. Here are some key points to look out for:

- **Pink Electricity:** A very nasty long range attack. Fortinbras will raise his hands and you should leg it to the centre of the arena. The electricity balls will launch into the air and make shadows on the ground. Avoid them at all costs, and don't get too close to Snakey or he'll grab you between laser balls.

- **The Swipe:** Ol' Forty likes to try and poke and stab at you with his mammoth hands. Block his attacks with **□** or dodge with **△** and a direction.

- **The Scoop of Death:** Get too close and the bastard will grab and crush all the life

out of you. You can block, but if he gets you, mash the buttons wildly to try and break free before you get toasted.

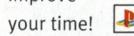
Fortinbras often does this move straight after the Swipe.

- **Fire Breath:**

You can't block, but you can run away to the edge of the screen to avoid the flames. It will sweep back and forth across the floor. If you catch fire, the flames will continue to do damage after the attack is finished, so avoid!

- **Laser Eyes:** Not only does Forty's breath stink, but his eyes are lethal as well. You can't block the lasers but they don't do too much damage. The attacks come in sets of three, but just go in the opposite direction the lasers are going across the floor.

When you've slain the beast, it's time to enjoy the end of the game and discover what goodies you have unlocked and what rating you have received. Then start again and improve your time!



SPECIAL BONUSES

SUPER ARSENAL

Beat all 12 stages of Oni Spirits to unlock a special inventory set for Samanosuke with the Bishamon Sword, 99 Soul Absorbers, unlimited ammo and automatically respawning magic.

RANKINGS

You receive points based on completion time, enemies killed and number of souls absorbed. For the highest S ranking you must finish the game in less than three hours, kill over 600 demons and absorb over 55,000 souls.

ONI SPIRITS

Collecting all 20 Flourites (17 in the game and three in the Dark Realm) will unlock a mini game called Oni Spirits. You must break urns to release souls as quickly as possible with your health constantly decreasing as you progress.

ONIMUSHWA WARLORDS 2 PREVIEW

Finishing the game will unlock a teaser for the sequel. It can be viewed in the Special Features menu.



LARA CROFT TOMB RAIDER



PARAMOUNT PICTURES AND MUTUAL FILM COMPANY PRESENT A LAWRENCE GORDON PRODUCTION IN ASSOCIATION WITH EIDOS INTERACTIVE LIMITED
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BASED ON THE EIDOS INTERACTIVE GAME SERIES DEVELOPED BY CORE DESIGN EXECUTIVE PRODUCERS BY PATRICK MASSETT & JOHN ZIMMAN DIRECTED BY SIMON WEST
STORY BY SARA B. COOPER AND MIKE WERB & MICHAEL COLLEARY ADAPTATION BY SIMON WEST SCREENPLAY BY PATRICK MASSETT & JOHN ZIMMAN DIRECTED BY SIMON WEST
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Sony Mezzo MiniDisc System DHCMD595

Price: \$1299 Web: www.sony.com.au On sale: Now

This stylish and compact hi-fi lets you record up to 320 minutes of high quality stereo sound on a single MiniDisc. Made in Japan, the unit includes full MiniDisc editing, with options like erase, divide, combine, move and name. You can record from the built-in CD player to MiniDisc at four times the normal speed. The unit also has an AM/FM tuner, remote control and timer.

CHRISTMAS WISHLIST

Whether you're stuck for Christmas present ideas for the non-gamers in your life or planning on spoiling yourself, here are a few ideas.

Iomega Zip 100Mb USB

Price: \$219

Web: www.iomega.com/anz
On sale: Now

Iomega's Zip drive receives data and power through its USB cable. There's no need for an additional power pack or battery supply. Compatible with PCs and Macs, it is a sleek, portable unit that uses 100Mb Zip disks. It is also "hot swappable", which means you can hook it up and use it straightaway without even having to reboot your PC.

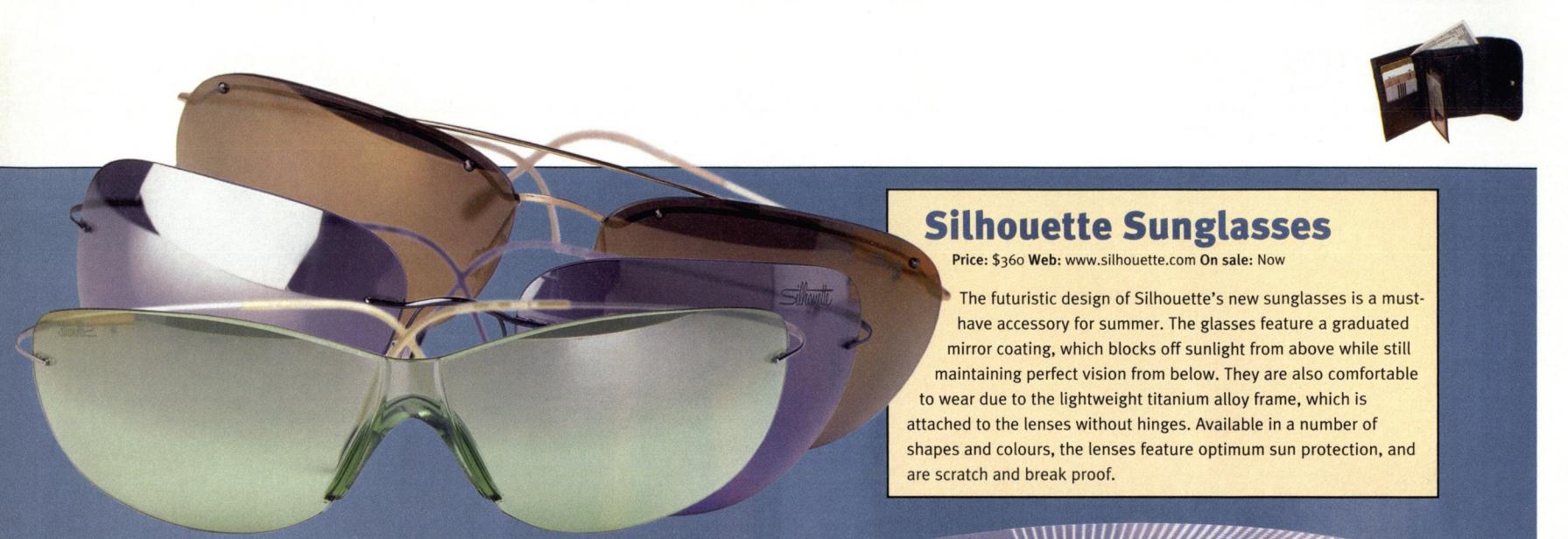


Bico Rings and Necklaces

Price: \$25-\$30 Web: www.bico.com.au
On sale: Now

Designed and hand-made in a workshop at Bondi Beach in Sydney, Bico Designs' new "Revolution" collection features 68 designs in eight colours. The tribal and urban designs include rings, chains and pendants, and are nickel-free and finished in a layer of silver. Visit the Web site for more products and information.

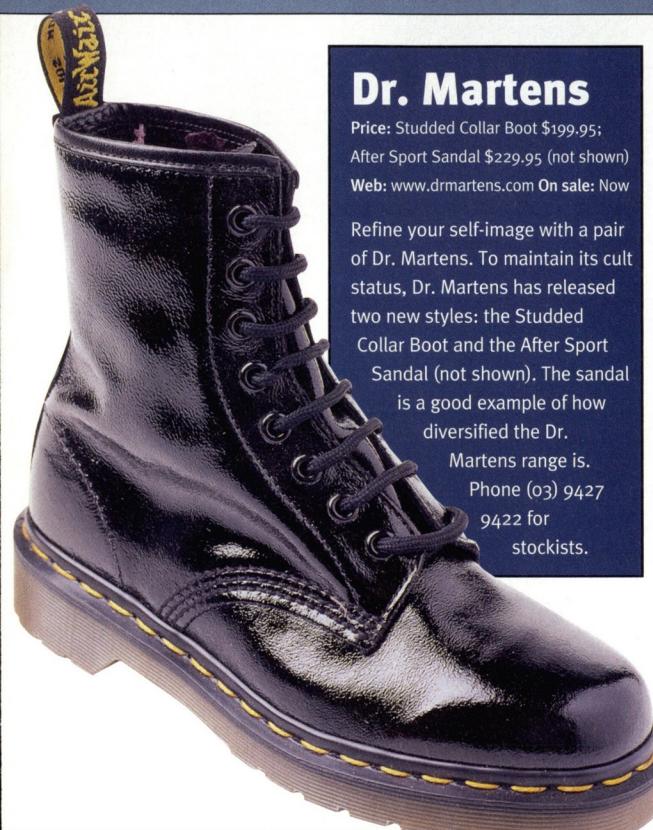




Silhouette Sunglasses

Price: \$360 Web: www.silhouette.com On sale: Now

The futuristic design of Silhouette's new sunglasses is a must-have accessory for summer. The glasses feature a graduated mirror coating, which blocks off sunlight from above while still maintaining perfect vision from below. They are also comfortable to wear due to the lightweight titanium alloy frame, which is attached to the lenses without hinges. Available in a number of shapes and colours, the lenses feature optimum sun protection, and are scratch and break proof.



Dr. Martens

Price: Studded Collar Boot \$199.95; After Sport Sandal \$229.95 (not shown)
Web: www.drmartens.com On sale: Now

Refine your self-image with a pair of Dr. Martens. To maintain its cult status, Dr. Martens has released two new styles: the Studded Collar Boot and the After Sport Sandal (not shown). The sandal is a good example of how diversified the Dr. Martens range is. Phone (03) 9427 9422 for stockists.



Sony Cineza Projector VPLHS1

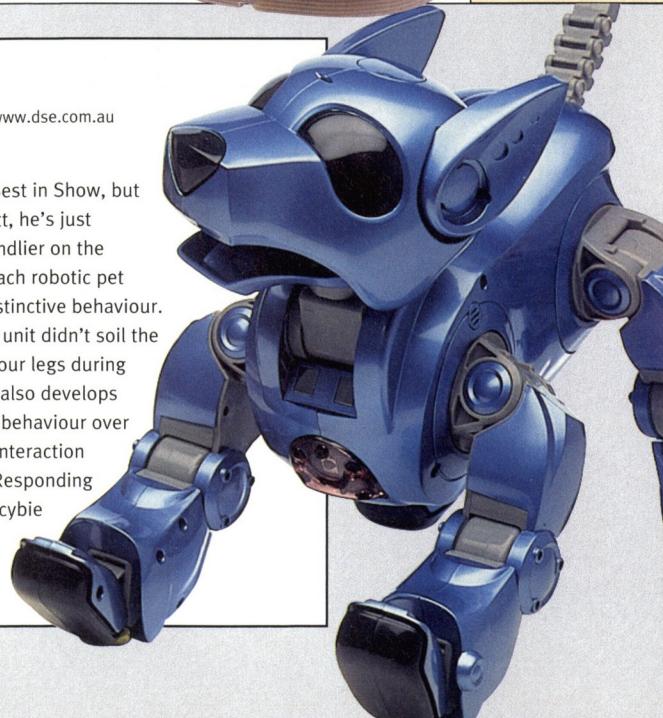
Price: \$5995 Web: www.sony.com.au
On sale: Now

The price tag rivals Australia's foreign debt, but this projector is incredible with a PS2. Whether playing games or watching DVD movies, you can turn your lounge room into a bachelor's paradise in minutes. Innovative styling and flexible stand controls allow it to be positioned anywhere in the room. As well as being able to connect DVD players, game systems and VCRs, it also offers Memory Stick functionality for viewing your digital camera's photos on the big screen.

i-cybie

Price: \$498 Web: www.dse.com.au
On sale: Now

AIBO might be Best in Show, but i-cybie is no mutt, he's just a great deal friendlier on the bank balance. Each robotic pet comes with a distinctive behaviour. Fortunately, our unit didn't soil the carpet or hump our legs during dinner. The dog also develops and expands its behaviour over time, based on interaction with its owner. Responding to commands, i-cybie can do tricks like beg, sit and lie down.



SPY Sunglasses and Backpacks

Price: From \$189.95 Web: www.spyeyes.com On sale: Now

Associated with top athletes like Sunny Garcia (surfing) and Jeremy McGrath (motocross), SPY's eyewear is designed specifically for action sports, motorsports and cycling. Featuring an advanced, patented Scoop system, air is channelled through vents to draw out moisture from the eye area, eliminating fogging.





Chopper

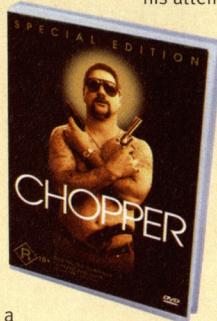
Starring: Eric Bana, Simon Lyndon
Director: Andrew Dominik **Year made:** 2000
Made by: Palace Films **Rated:** R18+
Special features: Trailer; commentaries by the director and Mark Read; deleted scenes; interviews with Mark Read; biographies.

An enthralling yarn about one of Australia's most notorious criminals, Mark "Chopper" Read.

An unmissable film, particularly for Eric Bana's convincing switch from knockabout comic to unpredictable killer.

Brilliantly portraying Read's inconsistencies and contradictions, the film wisely chooses not to explore why he has had such a violent, amoral past. Instead Bana presents a man who seems both fascinated and terrified by himself, a man who seems remarkably detached from his own actions. The film is bookended by a Chopper appearance on a current affairs program that Read is watching, a useful analogy for his entire life.

The film is appallingly violent,



and contains moments where even the hardest stomachs will churn. But again, in testimony to Bana's powerhouse performance, the Chopper character remains compelling, and almost likeable, despite his rage. And perhaps most surprisingly of all, we can relate to him. Bana portrays a man desperate for attention, despite his attempts not to care.

The DVD provides further insight into Mark Read with a fascinating audio commentary from the man himself, as well as interviews conducted with Chopper and Eric Bana when they met for the first time to discuss the movie.

With an intelligent script coupled with astute direction and Bana's convincing portrayal of Chopper, this is an outstanding Australian film. A horrifically grim ride into the underworld and into the mind of an inane yet colourful crim, *Chopper* proves to be gripping and unforgettable. **JH**

8

Final Fantasy: The Spirits Within

Starring (voices of): Alec Baldwin, Donald Sutherland, James Woods
Director: Hironobu Sakaguchi **Year made:** 2001
Made by: Square Pictures **Rated:** PG
Special features: Trailer; commentaries; music score; storyboards; production notes; documentary; workshops; alternative opening; editing utility; DVD-ROM bonuses.

Square's bold foray onto the big screen was a financial flop, an experience the FF creators aren't used to.

To dismiss *The Spirits Within* as a disaster does it a major disservice. Despite its unoriginality, it is a very watchable science fiction film and fascinating if only for the first attempt to realistically convey human characters.

The story is pure Saturday morning cartoon hokum, with spiritual mumbo-jumbo that's supposed to elevate its importance. Set in 2065, the Earth is infested with alien spirits who kill humans on contact. Scientist Aki Ross, guided by mentor Dr Sid, is struggling to collect eight spirits



in the hope of creating a force powerful enough to destroy the alien presence.

The plot takes a back seat to the CG visuals, which have enabled the creation of spectacular worlds and complex camera angles. Up close the characters fall short of being totally convincing, but middle and long-range shots are incredibly realistic.

The dialogue is one of the film's weak spots. Hiring Hollywood stars may have helped Square give the film credibility, but there's a mental clash with the characters' unfamiliar faces and all-too familiar (and hammy) voices.

The Spirits Within represents both a major step forward into the brave new world of synthesised actors and photo-realistic computer animation, but is sadly littered with clichés. It's worth seeing and the incredible effects, strong action sequences and DVD extras form a good package, just not an outstanding one. **JH**

7

Shrek

Starring (voices of): Mike Myers, Eddie Murphy, Cameron Diaz, John Lithgow
Director: Andrew Adamson **Year made:** 2001
Made by: DreamWorks **Rated:** PG
Special features: Animated menus; exclusive extended ending; behind-the-scenes featurette; revoice studio; character interviews; production notes; digital soundtrack; cast and crew biographies; filmmakers' commentary; dubbing featurette; games.

Ever heard the one about the princess, the lord, the ogre and the donkey?

Achieving huge success at the box office this year (the seventh highest grossing film of all time in Australia), *Shrek* is one movie that you must add to your DVD collection — apart from being a brilliant film, the bonus special features on the DVD are exceptional.



mix — they have all been banished from their kingdom by the evil Lord Farquaad (Lithgow). Shrek is determined to restore things back to normal and seeks out Lord Farquaad. But the Lord has one request to ask of Shrek before he'll allow the fairytale characters back into his kingdom — bring him the beautiful Princess Fiona (Diaz) so he can marry her.

Hilarious events take place as Shrek sets out on his mission with a wisecracking donkey (Murphy) — they find themselves in some tricky situations as they attempt to rescue the princess — and the animation is superb.

The extras on the DVD include a ReVoice Studio, where you can be the voice of your favourite character using exclusive technology. Also featured is a never-before-seen extended ending, and amusing interviews with Shrek, Princess Fiona, Lord Farquaad and the donkey. A wonderful DVD that the entire family will enjoy. **FT**

9

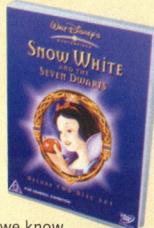


TRIPLE TREAT

This month *PSM* shines the spotlight on Ben Stiller, *Snow White and Basil Fawlty*.

Snow White and The Seven Dwarfs

Starring: Snow White, Prince Charming, Dwarves "Disney's Folly" turned into his greatest triumph and was the cornerstone of the animation and entertainment empire we know today. Packed with extras, this is a wonderful package and the restored film remains as entertaining for all ages as it is historically significant.



Meet The Parents

Starring: Ben Stiller, Robert De Niro The new Collector's Edition of this hilarious tale about the eternal quest for potential spousal parental approval includes bucketloads of great bonuses such as behind-the-scenes footage and deleted scenes from the movie, as well as two commentaries — one by De Niro and the other by Stiller.



The Complete Fawlty Towers

Starring: John Cleese, Prunella Scales, Andrew Sachs One of TV's funniest comedy series ever, if you own *Fawlty Towers* on video, they are probably worn out by now. Update them with this three-disc set, which is a must for fans. It offers interviews, commentary, out-takes and all 12 episodes. You may recall them all by heart, but they have never looked this good.



Recent Release Round-up



The Mummy Returns

Starring: Brendan Fraser, Rachel Weisz, John Hannah

The sequel to *The Mummy* presents more amazing effects, but still lacks a suspenseful and action-packed storyline. Set 10 years later, Rick and Evelyn are married and live in London with their eight-year-old son. Drama ensues when the corpse of Imhotep wakes up and cuts loose from the British Museum. As he walks the Earth once more in his quest for immortality, another force that comes into existence via Egyptian mysticism threatens to overpower Imhotep, resulting in the O'Connells setting out on a rescue mission to save their son and the world from malicious evil. **JH 8**

and their owners from rigorous preparation to the Mayflower Kennel Club dog show. It is almost constantly giggle-inducing, and often riotously hilarious, while refusing to mean-spiritedly humiliate those whom it parodies. The eclectic characters include yuppies, a redneck and a gay couple, and their interview segments are just as amusing as the action. The highlight has to be the colourful commentary of the dog show finale by clueless hack presenter Buck Laughlin. Not a dog by any standard, but rather satire at its best. **JH 8**

Shaft

Starring: Samuel L. Jackson, Christian Bale, Toni Collette

A remake of the 1971 blaxploitation classic that provides an entertaining ride and doesn't simply lazily retread its forbear. Jackson is wonderfully cast and there's the occasional inside joke between the action sequences and the strutting. The relationship between the drug dealer and rich kid is also well executed. But despite the great potential presented by the John Shaft character, the film is little more than a standard action flick. **JH 7**

Best In Show

Starring: Eugene Levy, Christopher Guest

Another wickedly funny spoof documentary from the makers of *Spinal Tap*. The movie follows several dogs

DVD SUPERSTAR

Cameron Diaz

Signing a contract with an agency within a week of being discovered at a Hollywood party, Cameron Diaz left home at the age of 16 to pursue a modelling career. The next five years Diaz lived in various countries, including Japan, Mexico, Morocco, France and Australia, where she suffered from alcohol poisoning when she was 18.

Still modelling at 21, Diaz returned to California and auditioned for a role in *The Mask* (1994). Despite having no acting experience, she won the female lead role opposite funnyman Jim Carrey. The film was a huge success.

After honing her craft in independent films like *Feeling Minnesota* (1996), Diaz's next mainstream hit was 1997's

My Best Friend's Wedding. The same year Diaz appeared in *A Life Less Ordinary* with Ewan McGregor.

There's Something About Mary (1998) cemented Diaz as one of Hollywood's biggest stars. Despite her looks, her most critically acclaimed performance to date has been as John Cusack's dowdy wife in *Being John Malkovich* (1999).

The big budget, big screen version of *Charlie's Angels*, for which she was paid US\$12 million, merely confirmed Diaz's superstar status, but she won new fans for her voice work in this year's animated hit *Shrek*. She recently worked on Cameron Crowe's *Vanilla Sky* with Tom Cruise and Penélope Cruz.



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Alien Ant Farm
Anthology
Universal

The guys behind that really catchy *Smooth Criminal* cover are in full effect.

The mainstream of modern hard rock has always taken itself a little bit seriously. From the misogynistic ravings of Fred Durst to the oh-so-sincere boy-band posturing of Linkin Park, the new wave of heavy bands have been anything but light-hearted.

Alien Ant Farm offers a break from this unhealthy trend and it is a breath of fresh air. This is AAF's second album, which is slyly named *Anthology* — their first record was called *Greatest Hits* — and they have risen to popularity on the

back of a well received cover of Michael Jackson's *Smooth Criminal*.

While their sound teeters on the edge of potentially serious territory — an odd blend of Live and Limp Bizkit — AAF keep things fun with love songs like *Happy Death Day* (with all the spirit of Guns N' Rose's *Used To Love Her*) and pissakes like *Whisper* ("I'll introduce you to producers and write your songs and make them way damn shorter"). Throw the Jacko cover into the mix and it's pretty good value. **DL** 7

SOUNDWAVES



● The Chemical Brothers have just released details of their latest studio album after the phenomenally successful *Surrender*. The new album will be called *Come With Us* and will be out on January 28. Expect the single *Star Guitar* to be on the airwaves from January 14. From all reports, this single smokes!

● Legendary metal act Slayer have finally been cleared of any wrongdoing in a Californian law suit. It was alleged that three teenage classmates listened to Slayer prior to murdering a 15-year-old girl in 1995. Judge E. Jeffrey Burke ruled that their music was not harmful, indecent or obscene to minors.

● At the recent Q Awards in the UK, Radiohead were announced 'The Best Act In The World'. They beat other nominees U2, Stereophonics, Travis and Manic Street Preachers.

● In honour of the rescue workers who lost their lives due to the September 11 attack on New York, Paul McCartney is donating the proceeds from the single *Everybody Needs A Friend* to their families. You can buy the charity download at www.ninemsn.com.au/music.asp

● Look out for De La Soul's latest LP entitled *Art Official Intelligence*: *Bionix* out soon. Should be huge!

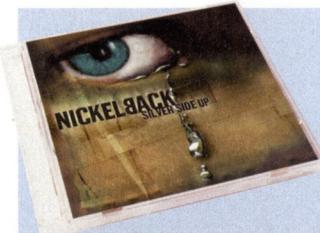


Incubus
Morning View
Sony

Incubus makes a departure from their normal style.

Morning View finds the band in a relaxed mood — less heavy and more accessible. However, what the band have forsaken in intensity, they have made up for with sheer strength of songwriting, and it is pretty obvious that this is Incubus' best offering yet.

The space and sophistication of songs like the moody *Wish You Were Here* show how well the band can lay back into a very radio-friendly groove. When they do move it up a gear for tracks like *Blood On The Ground*, it is with more style and subtlety than they have shown in the past. If you're new to Incubus, *Morning View* is the perfect place to start with a great band at their best. **KW** B



Nickelback
Silver Side Up
Road Runner

No legends were forged in the making of this album.

Taking their lead from Live, with a few pointers from Creed and Three Doors Down (to name but a few), Nickelback deliver a solid, if slightly predictable, breed of rock 'n' roll. Their biggest redeeming feature is a trace of latter day Metallica on tracks like *Just For* and *Where Do I Hide*, but it is too far in the background to be much help.

For anyone looking to *Silver Side Up* to deliver more material like the group's first single *How You Remind Me*, be warned the rest of the record is much heavier. It's not Slipknot-style heavy metal by any means, but there is a good reason Nickelback are signed to Road Runner, the premier hard rock label in the world. **DL** 6



TISM
De Rigueurmortis
Sony

Whether you think they're idiots or legends, TISM are back with another album that derides everything from Nikki Webster to Britney Spears. Cool. **KW** 7

Tomahawk
Tomahawk
Shock

Mike Patton has another band to add to his list, this time with ex-Lizard guitarist Duane Dennison. *Closer To Faith* No More than Mr Bungle, Tomahawk is hard-hitting, new wave rock. **DL** B

Endorphin
AM/PM
Sony

Australia's king of electronica delivers a double-edged sword with this album, *AM* showing a lounge-friendly vibe and *PM* ripping out his live-oriented dance grooves. Both are smooth and worth the money. **KW** 7

AND THE REST...

Unwritten Law
Elva
Universal

The underdogs of skate-punk finally come good, with a ripping album that touches everything from nu-metal to rockabilly to classic Bad Religion-style rock 'n' roll. This is Unwritten Law's best effort ever. **DL** B

Alex Lloyd
Watching Angels Mend
EMI

Alex has tried to take things to the next level, opting for a moody, organic feel for his sophomore album. It isn't bad, but it doesn't possess the same catchy, radio-friendly vibe as *Black The Sun*. **KW** 6

Ozzy Osbourne
Down To Earth
Epic

One of the music industry's stalwarts is up to his old tricks again. The ex-Black Sabbath frontman's latest LP is classic Ozzy, with ageing lyrical themes and guitar solos. A 'new age' LP just wouldn't be the same! **RY** B

The Power And The Passion
Various
Zomba

A tribute album to Aussie political rockers Midnight Oil by other local artists, this is a very interesting listen that features tracks from the new breed like Bodyjar, Grinspoon, Area 7 and Augie March. **RY** B



NET SITES

After wearing out many a mouse ball surfing the Net, we've uncovered even more highlights of the World Wide Web.

Burnout

www.theartofdriving.org/

Acclaim's official site for the hottest driving game this Christmas is a must visit. Cable boys can download the 25Mb hi-res trailer for the game to whet their appetites. So fast, it leaves skid marks... Don't miss our review on page 24.



Movie Mistakes

www.movie-mistakes.com

This comprehensive site gives you all the inside info on the worst movie mistakes ever. Did you ever notice in *Star Wars* how one of the storm troopers bashes his head into a door? Or that one of the extras during a fight scene in *Gladiator* is wearing jeans?



Final Fantasy Online

www.ffonline.com

This is a wonderful resource for fans — even though it is "unofficial" it is amazingly extensive. It contains information on all of the games up to FFX, including guides, character profiles, images, fan artwork, music and movies. The news section is also up-to-date.



Spyhunter

www.shockwave.com/sw/content/spyhunter

If the brilliant PS2 remake has got you all nostalgic for this arcade classic, check out this excellent Shockwave version of the game. Bet you're glad you don't have to put 20 cents in the slot to play it, as it is unbelievably difficult.



Cool WAP Site Of The Day

www.coolwapsiteoftheday.com

Surf the coolest sites on your WAP-enabled mobile phone wherever you go. PC owners who miss the old Internet days should check out WAP sites via their backdoor entrances like *The New York Times* at <http://199.97.97.184/nytimes-partners/avantgo/main.html>.



Sunny Garcia Surfing

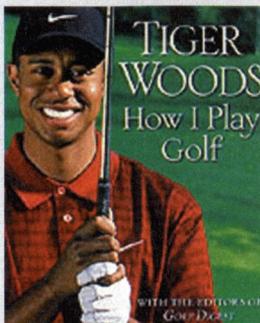
www.ubisoft.com/sunnygarcia/

Videogame developers haven't had a lot of success simulating surfing in the past, but Australia's Krome Studios could change all that. Check out this site for screenshots and info on this promising PS2 extreme sports title starring the world champ.



Jason Hill (jasonh@ozemail.com.au)

BOOK



Tiger Woods: How I Play Golf

Author: Tiger Woods
Publisher: Little, Brown
On sale: Now **Price:** \$49.95

Improve your golf game with tips from the master.

Whether you play golf casually or competitively, *Tiger Woods: How I Play Golf* is a must-have guide on how to improve your technique on the golf course.

Everything from your swing plane to bouncing the ball off the face of your sand wedge is explained by the pro. And if you don't know what a "swing plane" or a "sand wedge" are, this golfing guide is written in an easy-to-understand style, so beginners as well as experienced players are catered for.

You might not start winning golf tournaments, but you'll definitely become more competent at the sport.

FILM

American Pie 2

Starring: Jason Biggs, Shannon Elizabeth, Alyson Hannigan, Chris Klein, Seann William Scott
Director: J.B. Rogers **Rated:** TBC
Release date: December 6

All of the original cast from *American Pie* are back for more revealing and embarrassing rites of passage, this time on the holiday break from their college studies. Jim (Jason Biggs) is still as humiliation prone as ever, and his European temptress Nadia (Shannon Elizabeth) returns to America to pursue him. Just as funny as



the original, the producers and director have tried to capitalise on all the stars returning by making this better than the average sequel.

Lord Of The Rings: The Fellowship Of The Ring

Starring: Elijah Wood, Liv Tyler, Viggo Mortensen, Cate Blanchett, Hugo Weaving
Director: Peter Jackson **Rated:** TBC
Release date: December 26

New Line Cinema's epic adaptation of the Tolkien classic has followed the book's format and been split into three parts, to be screened over three years. Part one, *The Fellowship Of The Ring*, is intended to be a crucial indicator as to how the public



will respond to writer/director Jackson's adaptation. Expect this to parallel the *Star Wars* saga in terms of scope and popularity.

Harry Potter and The Philosopher's Stone

Starring: Daniel Radcliffe, Rupert Grint, Robbie Coltrane, Maggie Smith
Director: Chris Columbus **Rated:** TBC
Release date: November 29

There's no denying the Harry Potter phenomenon, which has now extended to celluloid. With fine casting and the film executed to author J.K. Rowling's satisfaction, this movie (known overseas as *Harry Potter and The Sorcerer's Stone*) should gel well



with the PSone game that's been released (see review on page 32), and doubtless will be topping movie and game charts alike.

The Man Who Wasn't There

Starring: Billy Bob Thornton, Frances McDormand, Michael Badalucco, James Gandolfini
Director: Joel Coen **Rated:** TBC
Release date: December 21

The Coen brothers are back! If you liked *O Brother, Where Art Thou?*, you're in for another treat with *The Man Who Wasn't There*. Set in 1949, Billy Bob Thornton puts in a stellar performance as Ed Crane, a submissive barber who blackmails the man (Gandolfini) who is having an affair with his wife (McDormand).



Receiving rave reviews at this year's Cannes Film Festival, the entire film has been shot in black and white to give it extra depth.

Mulholland Drive

Starring: Justin Theroux, Naomi Watts, Laura Harring, Ann Miller, Dan Hedaya
Director: David Lynch **Rated:** TBC
Release date: December 26

Best known for *The Elephant Man* and the *Twin Peaks* TV series, David Lynch's career spans more than three decades. If you're after easy entertainment during the Christmas break, give *Mulholland Drive* a miss. This film requires some thinking from the viewer, but it is classic Lynch and very



satisfying. The plot revolves around two women who go to LA seeking fame and fortune, but the end result is anything but.

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BLUEPRINT

Don't even think about walking into a games store without studying *PSM*'s mini reviews of all the best PSone™ and PlayStation®2 games available.

THE FAB FIVE
SOCCER GAMES

1. ISS Pro Evolution (PS2)
Gets a facelift and loads of animation, but keeps the stellar gameplay from the PSone series.

2. ISS Pro Evolution 2 (PSone)
A magnificent simulation of soccer; instantly playable, but never mastered.

3. This Is Soccer 2002 (PS2)
The *Pro Evolution* juggernaut ousted it from the top spot on PS2 — a great title nonetheless.

4. International Superstar Soccer (PS2)
Not to be confused with *ISS Pro Evolution*, but it was a bright start for Konami on PS2.

5. FIFA 2001 (PSone)
It's not getting any younger, but for an arcade kick around it's well worth a bash.

Our future tip:
Pro Evolution's PS2 debut looks to rule for a while, but *FIFA 2002* is coming together nicely and could throw up some stiff competition for the boys at Konami.

TITLE	GENRE	PLAYERS	VERDICT	SCORE
• 7 Blades	Action	1	A few minor faults, but truly next-generation stuff.	8
• All Star Baseball 2002	Baseball	4	Impressive, but it won't convert those apathetic to the sport.	7
• Aqua Aqua: Wetrix 2	Puzzler	2	A great multiplayer mode balances the brain and finger work admirably.	8
• Armored Core 2	Shoot 'em up	2	A sharp looking game with plenty of depth — for those willing to battle the awkward controls.	7
• Army Men: Air Attack 2	Shoot 'em up	2	Worthwhile if you're after simple fun, particularly with a mate.	6
• Atari Splashdown	Sea-Doo racer	2	Great single player fun let-down a little by the lack of a four-player mode.	8
• ATV Offroad Fury	Racing	4	Excellent over-the-top fun that provides a lengthy challenge to boot.	9
• Batman Vengeance	Adventure	1	The best <i>Batman</i> game ever. Imaginative, yet true to its origins.	8
• The Bouncer	Beat 'em up	4	Disappointing overall, so think long and hard before grabbing this game.	7
• Bloody Roar 3	Beat 'em up	2	One of the better fighters, but it's no <i>Tekken</i> or <i>Dead Or Alive</i> 2.	7
• Breath Of Fire IV	RPG	1	Well worth your time and money if the letters 'R', 'P' and 'G' get you excited.	8
• Castlevania Chronicles	Platformer	1	A challenging classic that will appeal primarily to nostalgic gaming veterans.	7
• Crazy Taxi	Arcade driving	1	A jumpin' joy ride guaranteed to thrill. Pure arcade high-speed thrills.	8
• Dark Cloud	RPG	1	Not perfect, but this blend of various RPG styles will appeal to many.	9
• Dave Mirra Freestyle BMX 2	BMX simulation	2	Not perfect, but still addictive and great BMX riding fun.	7
• Dead Or Alive 2	Beat 'em up	4	A wealth of unique features and staggering layers of depth — essential for fighting fanatics.	9
• EA Sports Rugby	Sports	2	A thoroughly enjoyable game of footy finally hits the Aussie market.	8
• Escape From Monkey Island	Adventure	1	<i>Monkey Island's</i> PlayStation2 debut is an atmospheric, high quality challenge.	8
• ESPN International Track & Field	Sports	8	An adrenaline shot of a game, but the control method limits gameplay. Great fun with friends.	6
• ESPN Winter X-Games Snowboarding	Snowboarding	2	Best for snowboarders looking for a more realistic game than <i>SSX</i> .	8
• Evergrace	RPG	1	Like a good appetiser — it tastes nice but doesn't hit the spot.	7
• Extermination	Panic action	1	An above average alien shooter that struggles to grasp its main aim.	7
• Extreme G3	Racing	2	A worthy foe for <i>Wipeout</i> , but not perfect and not for everyone.	7
• F1 Championship Season 2000	Racing	4	A former leader left floundering in the wake of superior competitors.	7
• F1 Racing Championship 2001	Racing	2	A good balance of arcade and sim action with plenty of thrills and spills.	8
• Fantavision	Puzzler	2	This innovative fireworks sim is dazzling and addictive.	8
• FIFA 2001	Soccer	4	The best-looking soccer sim ever — a game that provides quick thrills and spectacular goals.	7
• Formula One 2001	Racing	2	Offers finely balanced gameplay. It can be as fun or difficult as you like.	8
• Freak Out	Adventure	1	More original than fun. <i>Freak Out</i> is videogaming as art.	7
• Fur Fighters	Action adventure	4	An original and hugely entertaining romp that's well worth the ticket price.	8
• Gran Turismo 3: A-spec	Racing	6	<i>GT3</i> is the best game on PlayStation2. A must-have — race off and buy it now.	9
• Grand Theft Auto 3	Driving adventure	1	Must-have classic for mature palates. Play and sample the future.	10
• Gun Griffon Blaze	First-person shooter	1	The finest heavy metal action on PS2 at the moment but not exactly a 'must buy'.	7
• Half-Life	First-person shooter	2	<i>Half-Life</i> is a compulsory playing experience for keen first-person shooter fans.	9
• International Superstar Soccer	Soccer	4	Not the <i>Evolution</i> many had hoped for, but the best soccer game on PS2.	8
• The Italian Job	Racing	8	A lasting challenge jammed full of atmosphere and variety.	8
• Kengo: Master Of Bushido	Fighting	2	It falls short by a couple of sword swings, but not a bad stab.	7
• Kessen	Strategy	1	An unusual and drama-filled epic game that will only appeal to a small group of strategy fans.	7
• Klonoa 2: Lunatea's Veil	Platformer	1	Gorgeous and accessible, yet deep and packed with charm.	8
• Knockout Kings 2001	Boxing	2	This PSone revamp is a solid boxing game, despite its flaws.	7
• Lotus Challenge	Racing	2	Ideal as a warm-down lap after the mighty <i>GT3</i> .	8
• Madden NFL 2001	American Football	4	The next-gen edition of this much-celebrated series delivers all you could wish for.	9
• MDK2: Armageddon	Action	1	A strong sense of style and top graphics create a joyous experience.	8
• Midnight Club: Street Racing	Racing	2	Speedy racing and super-slick powerslides are the only things on offer here. Shallow.	6
• Moderngroove: Ministry Of Sound Edition	Music	1	Ideal for electro enthusiasts and wannabe film-makers.	7
• Moto GP	Racing	2	Strap on your leathers and rev up for one of the best PlayStation2 racers.	8
• MTV Music Generator 2.0	Music creation	8	Still the perfect play thing for gamers interested in making music.	8
• MX 2002 Featuring Ricky Carmichael	Motocross sim	2	A bit of fun for a short ride. Ultimately doesn't fulfil its potential.	7
• NBA Live 2001	Basketball	8	A slick sports sim that will impress hardcore basketball fans.	8
• NBA Street	Basketball	8	Like your sporting games to be fast and furious? <i>NBA Street</i> can't be beat.	8
• NHL 2001	Sports	4	A significant development for the series, with EA's typically lavish attention to detail.	8
• Oni	Action	1	If only the average gameplay matched the impressive visuals.	7
• Onimusha: Warlords	Adventure	1	Capcom's tough new adventure is essentially <i>Resident Evil</i> with swords and is just as much fun.	8
• Operation Winback	Action	1	The solid multiplayer mode compensates for the lacklustre solo play.	8
• Paris-Dakar Rally	Racing	1	Great durability, but faults will deter some potential rally drivers.	7
• Pool Master	Pool	4	As good as the real thing, minus the dim, smoky surroundings. Best played with a mate.	7
• Project Eden	Action adventure	4	Compelling futuristic adventure offering challenging and clever puzzles.	7
• Quake III Revolution	First-person shooter	4	Beautiful in its simplicity and looks, but it suffers from a poor frame rate during multiplayer.	8
• Rayman 2: Revolution	Adventure	1	Not quite the 'revolution' we had hoped for, but still good fun.	6



TITLE GENRE PLAYERS VERDICT SCORE

• Ready 2 Rumble Boxing: Round 2	Boxing	2	A superb-looking beat 'em up with excellent comedy value. Best played in two-player mode.	7
• Red Faction	First-person shooter	2	<i>Red Faction</i> blows its way into your consciousness and provides a thrilling adventure.	9
• Resident Evil: Code Veronica X	Survival horror	1	The best survival horror game yet. Be prepared to be scared.	9
• Ring Of Red	Strategy	1	It will test your patience. Strategy fans will get a buzz out of it.	7
• Rumble Racing	Arcade racer	2	A fun but flawed racing game that offers high speed excitement.	7
• Silent Scope	Shoot 'em up	2	<i>Silent Scope</i> is a fun no-brainer that is both addictive and entertaining.	7
• Sky Odyssey	Flight simulation	1	Entertaining airborne thrills with a pleasingly different style and pace.	7
• Smuggler's Run	Racing	2	The environments are massive and stretch for kilometres – hilarious racing action.	8
• Spyhunter	Action racing	2	A racing shoot 'em up which emphasises quality over quantity.	7
• SSX	Snowboarding	2	Outrageously fast, gorgeous and fun. Forget the snowboarding stereotypes and hand over your cash.	8
• Star Wars: Starfighter	Shoot 'em up	2	It doesn't get much better than a good <i>Star Wars</i> game. Superb!	9
• Summoner	RPG	1	Close but no cigar. <i>Summoner</i> is a good RPG let-down by some unfortunate flaws.	7
• Super Bombad Racing	Kart racer	4	A big surprise. Put aside your preconceptions and giggle like a kid.	8
• Super Bust-A-Move	Puzzler	2	Not a big leap forward, but the new elements add spice to an addictive game.	8
• Swing Away Golf	Golf	4	Slick, deep and entertaining – it should please golf fans and the better dressed.	8
• Tekken Tag Tournament	Beat 'em up	2	Sets a high standard on PlayStation2 and keeps the <i>Tekken</i> franchise at the top of the tree.	9
• Theme Park World	Strategy	1	The scope of the game has grown with the PS2's capabilities – as fun as a roller coaster.	8
• This Is Soccer 2002	Soccer	4	AI niggles don't stop this being the best soccer sim available on the PS2 yet.	9
• Thunderhawk: Operation Phoenix	Arcade	2	Great fun in the short term, but not the deepest title around.	7
• Time Crisis II	Arcade action	2	Excellent lightgun game with longer than average longevity.	8
• Tiger Woods PGA Tour 2001	Golf	4	Unique swinging controls and top graphics save this brief golfing sim.	8
• TimeSplitters	Shoot 'em up	4	The engrossing multiplayer combat overpowers the competition and demands to be played.	9
• Tokyo Xtreme Racer: Zero	Racing	1	Easily one of the best racers on PS2 – ignore it at your peril.	8
• Toonenstein: Dare To Scare	Slideshow adventure	1	Playing <i>Toonenstein</i> will make homework seem like an attractive alternative.	7
• Top Gear: Dare Devil	Racing	2	An alternative to strict racing sims, this has its own fun character and solid graphics.	7
• Unreal Tournament	First-person shooter	4	Gorgeous levels, great variety and serious guns – a wise purchase.	8
• Victorious Boxers	Boxing	2	Great two-player fun with a solo mode that's deep, if a little frustrating.	7
• Wacky Races	Kart racer	4	It may have a '90s flavour to it, but it's still fun for kart racing fans.	7
• Wild Wild Racing	Racing	2	An enjoyable if slightly repetitive arvo's entertainment – especially with friends.	6
• World Destruction League: Thunder Tanx	Action	4	This game offers multiplayer laughs but little for the lone player.	6
• World Destruction League: War Jetz	Action	2	<i>War Jetz</i> is 3DO's new <i>Army Men</i> . Unless you're wealthy and bored, avoid it.	7
• Zone Of The Enders	Action	1	Excellent genre-buster. A visual masterpiece but under-developed.	8

THE SMASH HITS OF 2001

2001 will be remembered as the year the torch passed from the PSOne to the PS2. Here's the best of both worlds.



1. Devil May Cry (PS2)

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2. Grand Theft Auto 3 (PS2)

Extremely deep and a revolutionary step forward for the GTA series. Amazing.



3. ISS Pro Evolution (PS2/PSOne)

Soccer has never been this authentic, fun or challenging.



4. Gran Turismo 3: A-spec (PS2)

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Words: Paul Fischer Photos: Image.net

CUTE PIE

After her role in *Buffy*, Alyson Hannigan shot to fame as the deceptively naughty band camp girl in *American Pie*. And she's back for another slice!

There are certain moments in *American Pie 2* where perky co-star Alyson Hannigan (who is reprising her role as the flute-toting, band dork Michelle) has moments of pure nerdy sweetness, counterbalanced with outrageous profanity. It's this duality that enticed Hannigan back for the sequel.

"Hell, yeah, man, how do you think they got me this time?" The actress confesses that *American Pie 2* "is definitely my sense of humour. It's something that, if it wasn't something I

wasn't a part of, I'd be first in line to see." She's also not shy in admitting that she's "a disgusting, gross-out kind of person and I can out-gross the boys!"

It was a more assured Hannigan, currently working on the fourth season as Willow in *Buffy*, who promoted *American Pie 2*. She and the rest of the gang have grown up since *American Pie* became an unexpected hit. Now those former fresh-faces have become success stories, a fact which impacted on the group. "We were just doing a photo shoot, and I remember doing something similar for the first movie. There were four people behind the photographer then, now it's more like 40, with this huge entourage," she says laughingly. "But that also reflects how much more aware we are of what this business is."

With her unassuming natural beauty,



Double trouble

They may have already conquered their high school celibacy but they've managed to get just as much trouble on their first college break.

Hannigan is determined to be recognised as an actor. Though voted one of the 100 Most Beautiful Women in *FHM Magazine*, Hannigan shies away from being overtly sexual — even in a comedy romp laden with sexual innuendo. "Luckily my career isn't based on my body", she insists smilingly. "I always get to play the big, quirky sidekick — those offbeat characters — so the pressure is a lot less for me."

Alyson has been on the showbiz treadmill since the age of four. Born in 1974 in Washington DC, she moved to LA when she was 11 in the hope of carving out a film career. Her first breakthrough was *My Stepmother Is An Alien*, playing Dan Aykroyd's daughter, Jessie. One of her co-stars, ironically, was Seth Green.

Asked about Willow's on-going sexuality issues, Hannigan responded: "She's well and truly discovered who she is now and is exploring it. She's in a relationship and it's great!" Alyson remains on her *Buffy* contract for at least the next two years and says she's more than happy to stay on the ride. "If it stays a quality show, I'm there."



"I always get to play the big, quirky sidekick, so the pressure is a lot less for me"



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